

GAMEROOM

Celebrating 20 Fun-Filled Years!
www.gameroommagazine.com

January 2008 \$5.95
Volume 20, Number 1

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your arcade games

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Repair Connection

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by Alex Fuchs

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- 1976 Gottlieb Surf Champ
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- 1950 Gottlieb Joker
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Backglasses currently available from the Shay Arcade Group

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Scientific Batting Practice	Minstrel Man	Roto Pool	Gusher
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Before



After

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- ★ Coney Island Rifle
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- ★ Sega Grand National
- ★ Dune Buggy (car)
- ★ Gangbusters (gun)
- ★ Twin Pirate (gun)
- ★ Dozer (bulldozer)
- ★ Sea Rescue
- ★ Bally Space Flight
- ★ Allied F-114
- ★ Sega Moto Champ
- ★ ...more on the way

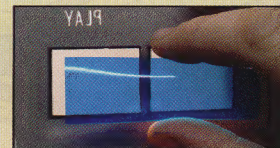
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Advance
Information

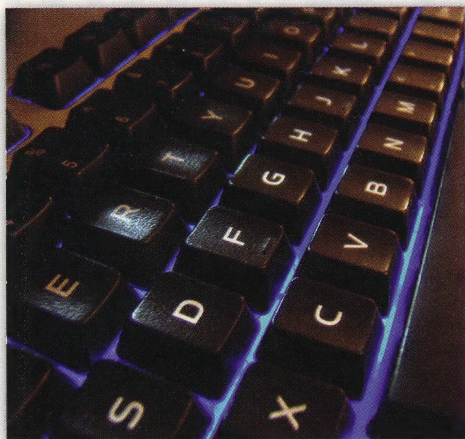
GSound Enhanced Sound Card for Gottlieb® System 1 & System 80 Pinball Machines

GSound is a replacement sound board for many Gottlieb® System 1 and System 80 pinball machines. GSound replaces the original unreliable and hard-to-repair sound board with a new design that adds a number of new features. All sounds are stored on removable and re-writable Flash Memory cards. Original factory-style sounds can be stored on the card as well as custom sounds installed by the user. Games that originally came with primitive beeps and bleeps can be upgraded to play any sound at all - speech, music, and more.

GSound is the first in a series of replacement sound systems for pinball machines and other arcade games. For the latest information about GSound, log onto: <http://pinballpal.com/gsound/>.

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CHAOS CENTRAL

*GameRoom Magazine:
Celebrating Our Twentieth
Fantastic Year of Having Fun!*

Longevity: stick around long enough, and you're bound to make history, even if it's just for sticking around for so long! This year marks GameRoom's 20th consecutive year in publication, and I sincerely hope that we've made a mark. From creator Dave Cooper's first issue in 1989, through Tim Ferrante's brave leadership in carrying on the publication after Dave's passing in 1996, and now into the "Steele Publishing" era, GameRoom has been reliably published on schedule, month after month (the sole exception: a special "double-issue" was published for October and November of 1996, when Dave Cooper's widow sold the magazine to Tim and Jacqueline Ferrante after his passing.)

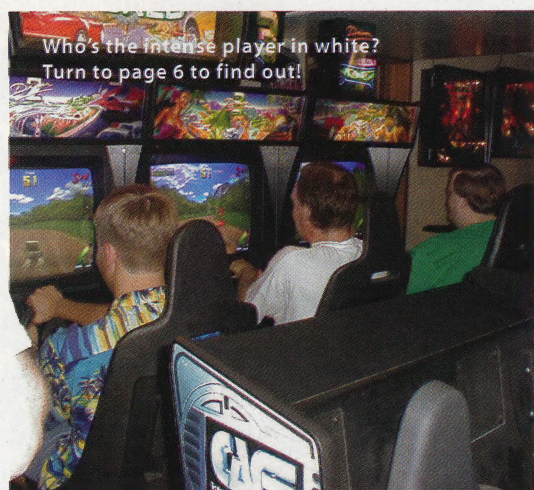
The magazine has grown and changed over time, adding more pages, more columns, and now full color. Even so, I hope the magazine has stayed true to its roots: that of celebrating the home game room and the hobbies that surround it, everything from coin-op collecting to building the perfect diner-themed soda bar. What people have put into their game room has evolved over time, but one thing remains the same: it's all about having fun.

This month's issue of GameRoom focuses on repair and restoration projects: we've got Rodney Henderson's article on setting up the perfect slot repair bench, and Jeffery Lawton's repair of two classic EM "slot" machines (sort of a predecessor to today's video slots). I'm also pleased to announce the return of a classic GameRoom column, Tom Callahan's *Repair Connection*. Tom has got a lot of great pinball repair advice to share, and this month's column focuses on what you need to get started (which is always a great place to begin!)

We've got all the other favorites in this issue, columns both old and new, so let's kick off 2008 with a great start to GameRoom's 20th year!

The Game is Never Over,

Kevin Steele, Editor



First off a big "thank you!" to everyone who stepped up and sent me their confession! It's a great start, but (you guessed it) I need more confessions and game rooms! The offer still stands: if you want an "easy in" to getting your picture published in the magazine, this is the time—send me your photo and story to info@gameroommagazine.com. Send it in—you'll get a cool t-shirt, and my undying gratitude. Thanks!

JANUARY 2008

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GameRoom

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(*) - Look For That Show's Ad Inside This Issue

Dates and Locations Subject to Late Change. Contact Promoter To Confirm

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- * 12th SUPER AUCTIONS Atlanta, GA Rob Storment (714) 535-7000
- * 19th SUPER AUCTIONS Milwaukee, WI Rob Storment (714) 535-7000
- 19th US AMUSEMENTS Indianapolis, IN Bill Hughes (502) 551-0405
- * 26th SUPER AUCTIONS Tulsa, OK Rob Storment (714) 535-7000
- * 26th SUPER AUCTIONS Huntington Beach, CA Rob Storment (714) 535-7000
- * 26th AUCTION GAME SALES Winston Salem, NC Rick Parsons (800) 551-0660

February 2008

- * 2nd SUPER AUCTIONS Knoxville, TN Rob Storment (714) 535-7000
- * 9th AUCTION GAME SALES Kingsport, TN Rick Parsons (800) 551-0660
- * 9th SUPER AUCTIONS Orlando, FL Rob Storment (714) 535-7000
- * 23th SUPER AUCTIONS Yucaipa, CA Rob Storment (714) 535-7000
- * 29th-March 1st OHIO PINBALL AND GAME ROOM FESTIVAL Akron, OH <http://hometown.aol.com/mjpinballs/>

March 2008

- * 1st SUPER AUCTIONS Orlando, FL Rob Storment (714) 535-7000
- * 1st SUPER AUCTIONS Akron, OH Rob Storment (714) 535-7000
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- * 15th SUPER AUCTIONS Dallas, TX Rob Storment (714) 535-7000
- * 26th SUPER AUCTIONS Major Family Entertainment Center (see site: superactions.com after March 1st)
- * 29th-30th MIDWEST GAMING CLASSIC Milwaukee, WI www.midwestgamingclassic.com

April 2008

- * 5th AUCTION GAME SALES Winston Salem, NC Rick Parsons (800) 551-0660
- * 5th SUPER AUCTIONS St. Louis, MO Rob Storment (714) 535-7000
- * 12th SUPER AUCTIONS Detroit, MI Rob Storment (714) 535-7000
- * 26th SUPER AUCTIONS Milwaukee, WI Rob Storment (714) 535-7000

May 2008

- * 10th SUPER AUCTIONS Private Auction (see site: superactions.com after May 1st)
- * 17th SUPER AUCTIONS Poma, CA Rob Storment (714) 535-7000
- * 24th SUPER AUCTIONS Dallas, TX Rob Storment (714) 535-7000
- * 31st SUPER AUCTIONS Major Family Entertainment Center (see site: superactions.com after May 1st)

June 2008

- * 7th SUPER AUCTIONS Orlando, FL Rob Storment (714) 535-7000
- * 14th SUPER AUCTIONS Knoxville, TN Rob Storment (714) 535-7000
- * 21st SUPER AUCTIONS San Jose, CA Rob Storment (714) 535-7000
- * 28th SUPER AUCTIONS Charlotte, NC Rob Storment (714) 535-7000

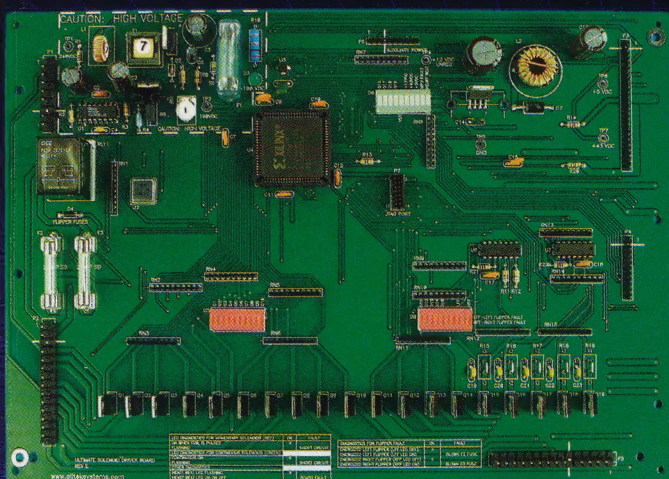
Stay Tuned: More 2008 Events Coming Soon!



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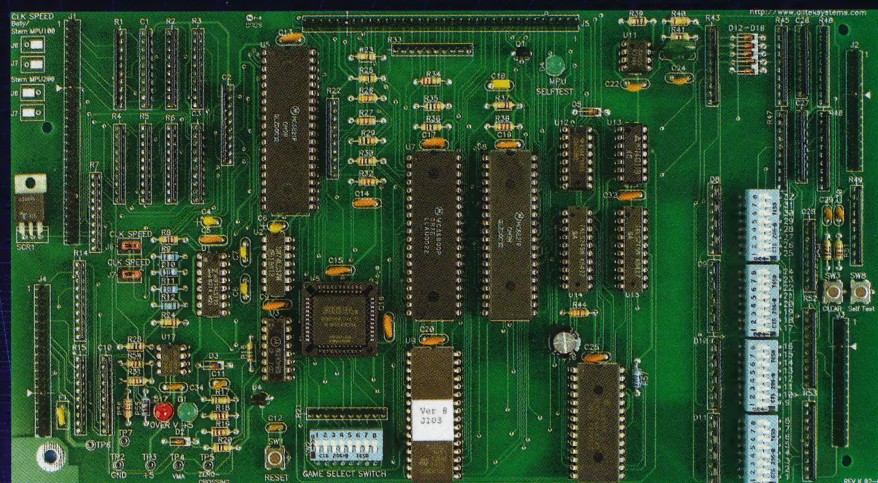
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GAME ROOM Mailbox

info@gameroommagazine.com

Questions?
Comments? Rants?
Raves?

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Kevin,
It is with much sadness that I need to let you know that pinball historian Russ Jensen passed away on November 10th. He was 71.

I am shocked. Over the years I have considered Russ to be a good friend. The visits to his home in Camarillo, CA were so memorable... we would talk for hours and lose track of time. There were many enjoyable dinners at Pinball Expo and we would always enjoy Russ's tales of winning bingo games to pay for the Expo trips. In addition to Russ being the foremost modern pinball historian, he was also a wizard at solving electromechanical riddles. I cannot count the number of times Russ helped diagnose the most perplexing problems. Russ was a truly nice person, it was a honor to call him a friend. The hobby has lost a legend. This is very sad.

—Wayne Namerow

Wayne, I appreciate the letter. It has been a shock and a loss for the entire pinball community. Jesse Kujawa has posted a memorial page at: www.firstgiving.com/pinballmemory, and is inviting people to make donations to the American Cancer Society, which can be done through the page.

Kevin,
Hello, this is Rick Schieve writing. I don't expect you to remember me. We exchanged some email about D9200 monitors some time back and I was one of the people that introduced myself to you at the recent Pinball Expo. Once upon a time I was a serious contributor to rec.games.video.arcade. collecting and I am actually the person that started the very beginnings of what became the Video Arcade Preservation Society VAPS though I dropped out of that long ago

too. I've owned arcade games since about 1984 first collecting as a hobby, then servicing as a side line and now doing service work and MAME cabinet construction full time since 2001. I've hosted parties in my basement game room for many years including some significant parties the evening before the Pinball Expo started but that got crazy and I stopped doing that around 2002.

Your last page article in December's GameRoom about Eugene Jarvis is what prompted me to write this to you. Being in the Chicago area and chance meetings with people on the inside of gaming has allowed me to meet and entertain and work for quite a few of the game designers. Both Eugene Jarvis and Larry Demar have been to my place attending parties and they both have purchased my MAME systems. They are great guys!

The thing that stands out about Eugene is that he is still really into playing. I know for myself and many people that deal with games

on a daily basis that this is not often true. Get Eugene in the same room with either a Defender or a Robotron and he's on it taking on all challengers!

The picture below shows Eugene playing on the 4 player Cruis'n World line up I had at the time. Eugene was the design team leader for the Cruis'n project and his company Raw Thrills has been keeping that thread going. The picture was taken back in September of 2000. Immediately to Eugene's left is my son Nathan who was 14 at the time. Nathan grew up with Cruis'n and he and Eugene were trading first place back and forth for some time. Every loss by Eugene resulted in fits of friendly pounding on the dash of the game. He was just so into it.

Anyway, I thought you'd find this interesting. One more piece to add to the legend of Eugene Jarvis.

Rick Schieve
www.ricksgamerepair.com



Eugene Jarvis (top center) certainly looks like he's enjoying the game!

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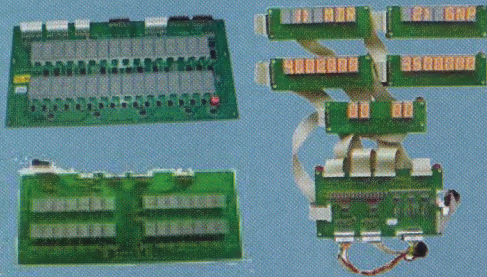


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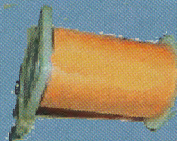
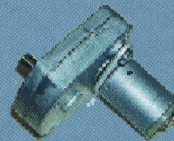


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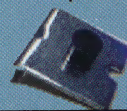
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Game specific Motors



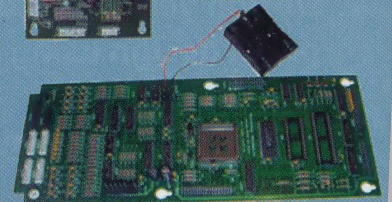
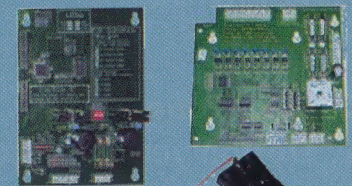
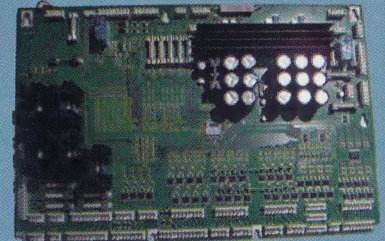
Coils, Plungers, Flipper Parts, Armatures

Plastic Posts, Wafers, Ramps Lamp Domes, Buttons

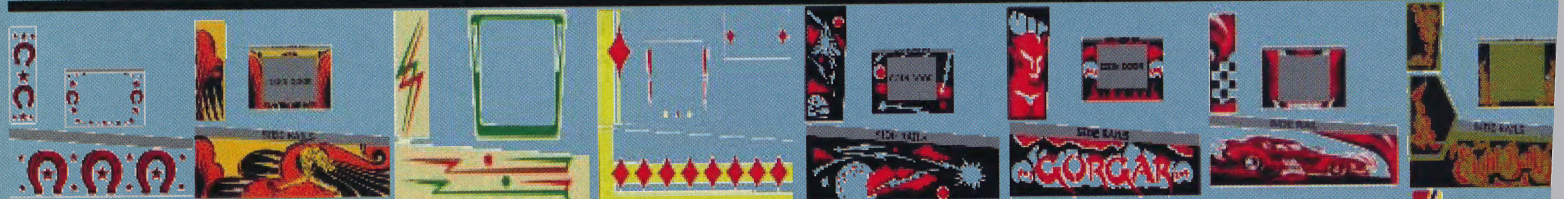


Game hardware—coil stops, mechanisms, etc

NEW & REPLACEMENT GAME BOARDS

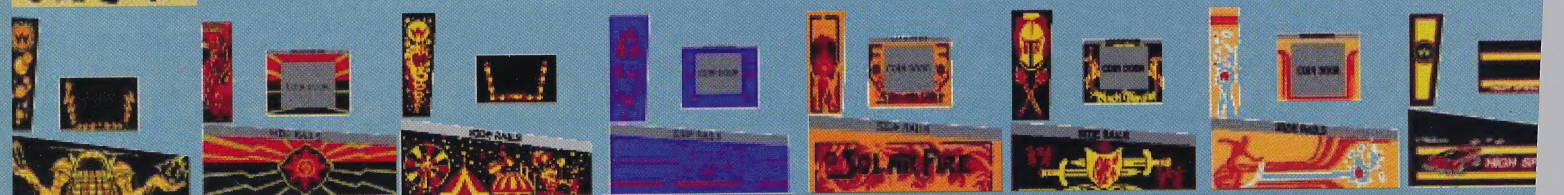


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Repaint your cabinets—make your game look like new!



GameRoom News

Compiled by
Mitch Gerson



HAPPY NEW YEAR!

Only 365 days left in 2008 to go to buy more stuff for my game room.

Every time I think I finally have everything I could possibly want, there's always something new right around the corner. What is it about this hobby that becomes such an obsession?

Between games, consoles, jukeboxes, custom carved signs and more I have yet to find that magic moment where I have enough stuff related to arcade gaming.

While I self-diagnose my issues, I invite you to enjoy all of the latest stuff in this month's news.

Here's to a great new year!

INSERT COIN TO CONTINUE, Mitch

Retroblast.com is back, baby!



For those of you who have been enjoying GameRoom for last year or so you probably know about Kevin Steele's other "child," RetroBlast.com! RetroBlast! started as Kevin's first push into publishing before he acquired GameRoom and I had a blast (sorry for the pun) contributing to the site for almost a year. Unfortunately a few months ago Kevin decided to give up RetroBlast! and focus his efforts on GameRoom, which made many RetroBlast! fans unhappy.

We'll I'm happy to tell you that RetroBlast! is back and run by a whole new group of great guys, all volunteering their time and efforts with Kevin's blessing.

Kevin is not directly involved in the site anymore, but this new group is determined to give it the same flavor as Kevin's original beloved site.

Check it out at: www.retroblast.com

Amazing Custom Cabinet



For those of you "in the know," you already understand the concepts behind building a Mame™ arcade cabinet using a PC to run emulated arcade games. Some of us (including myself) have built full arcade machines around this concept, but once again there's always that special one that gets your attention.

Well here's one of the latest home built cabs that caught my eye over at Arcadecontrols.com by "SodaPopinksi". What made this cabinet so special is the total commitment to a theme with incredible 3D artwork using clay and special neon lighting.

Some of the unique features include:

- RetroUSB NES/SNES and Adaptoid adapters attached to the control panel front plus USB ports on front and back
- DVI-out on the back plus Optical-out for external screen/home theater
- 3 cold cathodes, one 15" white for the marquee, 2 non-uv "purple" Ultra cathodes above the Mother Brain
- 2 Mutant Mods bubble lights hooked up to the purple cathodes (all can be set to sound activation)

This is such a great little cabinet you really should visit ArcadeControls.com to see how he built it including a great video showing it off in all its glory.

Check it all out right here:

<http://forum.arcadecontrols.com/index.php?topic=72801.0>

Pac-Man Meets Zork

This isn't exactly GameRoom material, but I decided to make an exception: If you're a PC gamer you're sure to remember Zork, one of the first text based games ever created for a PC. The game play was super simple with commands such as "look north", "grab basket" etc. You typed in your command and the PC responded with appropriate feedback on what happened to your character.

Well, someone has created a text based Pac-Man game. Not really fun, but it is a silly way to waste a few minutes and get a laugh out of it in the process. If you're intrigued, check out the madness here: <http://pac-txt.com/>

Get Your Game Face On



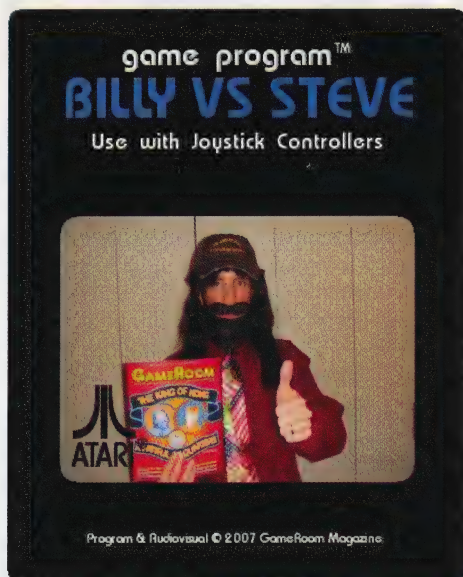
I came across this neat article in Wired Magazine that I thought you would enjoy. It's a series of photos taken of people playing a videogame on the Xbox. The results are fascinating and I'm sure you have made a face or two like these during your game play over the years (pinheads included!).

I know that my wife always makes fun of me when I'm playing my Xbox 360 or some retro game. She tells me the look of concentration on my face is hysterical. As per the article-

"During a videogame," photographer Philip Toledano says, "people disappear down a rabbit hole. They drop their public face, and all you see is this really raw emotion." To capture that energy, Toledano set up an Xbox in his girlfriend's apartment and rigged up a strobe light. He asked friends (and friends of friends) to come in and play Dead or Alive, a popular fighting game. Then he started to shoot."

Check out all of the neat photos here: <http://blog.wired.com/wiredphotos61/>

Make your own Atari Cartridge Label!



Keep it retro over at this fun new website that is silly and fun all wrapped up in one. There's not much to say about this, so here's a brief explanation from the site itself:

"This Atari 2600 Label Maker produces authentic looking Atari 2600 "Picture Labels" using your own image and title. The "Picture Label" is the most common Atari 2600 label and features a large image on a black background. An Atari logo along with the games CX model number is placed on the image."

I think these would make awesome birthday cards or (if you're really adventurous!) wedding invitations.

Print out your masterpiece here:
<http://www.labelmaker2600.com/>

Time Out!



"Nostrebor" over at Arcadecontrols.com pointed out these beautiful and amazing

clocks by Crow River using classic Pin Headers. Basically they can take a beat up old Pin and give the header new life as a high tech sophisticated clock using a special microprocessor from Motorola.

As per the website:

"Now you can take your favorite pinball back glass and make it into a functioning digital clock, using original pinball score reels! The Motorola microprocessor automatically keeps track of the time of day and adjusts the score reels every minute to keep the display up to date. It also includes a wireless remote control to turn off the display at night or whenever you choose. It will automatically reset the reels to the correct time when reactivated from the sleep mode. Your clock cabinet can be an original pinball head, a copy of the classic wedge head design or a picture frame style oak box. Include authentic pinball chimes or 60s style bells if you like."

They'll also customize your clock for you at a lower price point if you provide the header. The cost ranges from \$495 to about \$895 and each is custom made just for you.

To find out more, or order one, check out their site:

<http://www.crowriver.com/clock/index.htm>

Space Invaders Telescope



Talk about brand extension. Well OK, to be fair this isn't a commercial product, but "Jasonbar" over at Arcadecontrols.com created this wonderful homage to Space Invaders. Apparently, there was a contest to decorate a telescope for a local astronomers group and this is what he came up with.

I think that he did a fantastic job in keeping the Space Invaders theme soundly intact and the little arcade style cabinet is the icing on this project.

I guess he'll be scanning the heavens looking out for potential alien invasions now that he's got the right equipment.



Check it out here:

<http://forum.arcadecontrols.com/index.php?topic=73343.0>

Worst Gaming Ideas Ever!

Face scanning? Friend codes? The Game-Cube Microphone? Are these really the worst ideas? Or are they bold forays into new interactive gaming peripherals. Well according to Next Generation on line these and others are pretty bad ideas and faulty in their ultimate executions.

I think that you may strongly agree or disagree with some of these such as face scanning. I've tried that out for the Xbox 360 in the game Rainbow Six and I have to say the creepy dull dead eyed doppelganger of myself that was created was really downright scary. Some may say it looked exactly like me (thanks); but there's no doubt that I simply found it too freaky to really use that resulting character.

If you want to check out the article, set your browser sights on this address:

<http://tinyurl.com/ywc67v>

The Ultimate Home Game Room?

I've written about Peter Hirschberg's game room in the past here in the pages of GameRoom magazine, but his latest project simply has to be the most spectacular commitment to our hobby I've ever seen.



2008

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July 9, 1999

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JANUARY

- 12 Dallas, TX area**
Rodeo Center, Exhibit Hall A, 1818 Rodeo Dr., Mesquite, TX
- 12 Atlanta, GA area**
Historic Rushton Mill, 1240 Lyndon Ave., Griffin, GA
- 19 Milwaukee, WI area**
WI State Fair Park, Prod. Pavilion Bldg., 8100 Greenfield Ave., West Allis, WI
- 26 Tulsa, OK**
HUGE FAMILY ENTERTAINMENT CENTER **SPECIAL AUCTION!**
4518 E. Skelly Drive, Tulsa, OK
See website for photos & info or call for **FREE COLOR BROCHURE**

- 26 Huntington Beach, CA** **SPECIAL AUCTION!**
5355 Production Drive, Huntington Beach
175+ Units: Pinballs (25), Jukeboxes (6), Drivers, C/Tops, Tables; 100s of PCBs, Kits, Parts, Dollies, Forklifts; see our website for brochure and more info.

FEBRUARY

- 2 Knoxville, TN**
Rodeo Center, Exhibit Hall A, 1818 Rodeo Dr., Mesquite, TX
\$5 Entry • \$5 Buyback • 5% Commission • Always \$100 maximum any item!
AMOA & TN AMUSEMENT ASSOC. SELL FREE AT THIS AUCTION!
- 9 Orlando, FL** **SPECIAL AUCTION!**
Birmingham Vending Co., 4102 L.B. McLeod Rd., Ste. B, Orlando, FL
Over 400+ Units! See website for info and **FREE COLOR BROCHURE**
- 23 Yucaipa, CA**
Indoor Batting Cages & Mini Golf Family Entertainment Center
See website February 1 for details

MARCH

- 1 Orlando, FL**
Central Florida Fairgrounds Exhibit Hall, 4603 W. Colonial Dr.
- 1 Akron, OH area**
Emidio Expo Center, 48 E. Bath Rd., Cuyahoga Falls, OH
In conjunction with the 4th Annual Ohio Pinball & Gameroom Festival — See Website or Call for More Info!
- 15 Dallas, TX Area**
Rodeo Center, Exhibit Hall A, 1818 Rodeo Dr., Mesquite, TX
- 22 Major Family Entertainment Ctr** **SPECIAL AUCTION!**
Plus Real Estate; See website March 1st for details

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-Los Angeles Times

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ALL CONSIGNORS PAID NIGHT OF AUCTION

APRIL

- 5 St. Louis, MO area**
In conjunction with **BREWMANIA**, the Midwest's **Largest Brewery Collectible Show** featuring 1000's of items incl. beer steins, neon, advertising, promo items, new and antique; the perfect addition to your in-home Game Room. Belle-Claire Fairgrounds, 200 S. Belt East, Belleville, IL
- 12 Detroit, MI**
Michigan State Fairgrounds, 1120 W. State Fair Dr., Community Arts Bldg.
- 26 Milwaukee, WI area**
WI State Fair Park, Prod. Pavilion Bldg., 8100 Greenfield Ave., West Allis, WI

MAY

- 10 Private Auction** **SPECIAL AUCTION!**
See website May 1st for details
- 17 Pomona, CA**
L.A. Fairplex, 1101 W. McKinley Ave., Bldg. 5, Pomona, CA
- 24 Dallas, TX Area**
Rodeo Center, Exhibit Hall A, 1818 Rodeo Dr., Mesquite, TX
- 31 Major Family Entertainment Ctr** **SPECIAL AUCTION!**
See website May 1st for details

"Brings back memories! Bring your wallet!"
-CBS News

JUNE

- 7 Orlando, FL**
Central Florida Fairgrounds Exhibit Hall, 4603 W. Colonial Dr.
- 14 Knoxville, TN**
Rodeo Center, Exhibit Hall A, 1818 Rodeo Dr., Mesquite, TX
\$5 Entry • \$5 Buyback • 5% Commission • Always \$100 maximum any item!
AMOA & TN AMUSEMENT ASSOC. SELL FREE AT THIS AUCTION!
- 21 San Jose, CA**
Santa Clara Fairgrounds, Gateway Hall, 344 Tully Rd.
- 28 Charlotte, NC**
Metrolina Expo Trade Center, 7100 Statesville Rd., Bldg #3, Charlotte, NC
\$5 Entry • \$5 Buyback • 5% Commission • Always \$100 maximum any item!
AMOA & NC AMUSEMENT ASSOC. SELL FREE AT THIS AUCTION!

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-USA Network

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3. Once the Auction concludes, all funds collected and commission paid — **you're paid immediately!**

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TO CONSIGN GAMES FOR SALE: Bring to Auction Site Friday preceding Sale from 10am to 9pm. Saturday auctions begin at 10am local time with inspection from 8am to 10am. Payment in full day of sale. 13% Premium to Hammer Price. **TERMS:** Cash, MasterCard, Visa, American Express, and Discover only. Industry related Seller's Permits required for non-taxable purchases. All equipment must be removed Day of Sale. **NO EXCEPTIONS. AUCTIONS CONDUCTED BY** Robert Stormont, CA; Larry Gillaspay, Larry Mitchell, Mike O'Brien, Johnny King, CA#14663700753, 158736699, TX#10931; FL AB0001109, AU0001549; GA NR 002582; IN-AU19600170; WI#052-1964; IL 041000689; NC #8280; SC#2262; OH #5719966899, TN #00006111, #AU10600125, #AUN002582, #041.0000689, #AB0001109, WI #1964-052



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"Super Auctions: bringing collectors and classics together."
-Sci-Fi Channel Network

"Tons of arcade classics."
-KPIX Television

I'm so amazed at the scope of this project I think that once it's done, it will be the biggest and most spectacular home game room, perhaps ever.



OK here's the scoop—Peter is literally putting up a 2 story building on his property just to hold his hundreds of video games. The building has been smartly designed to look like a 3 car garage in case he decides to move someday and the new owner doesn't want a full blow arcade in their backyard as it can be converted into a garage.



You really have to check out his blog via the link below. The lighting, the power outlets, the paint, the exterior... nothing has been missed on this project. I only wish that he lived closer. I can't wait to see the final product.

Do yourself a favor and drool over his amazing creation right here:

<http://peterhirschberg.blogspot.com/>

Put Your Name In Lights



The good folks over at thinkgeek.com have introduced this really neat building block

set of neon letters. You can easily mix/match the letters; spaces etc to have them say just about anything that you wish.

I own a few neon signs for my game room but I have to admit that it would be pretty cool to have a personalized sign for a reasonable price.

As per the website, here are the specs:

- Sealed blue neon letter blocks
- Choose from letters, numbers, and special characters
- Up to 22 neon letters can be connected to a single Power Supply unit
- Dimension: each letter is 2" X 3"
- The neon letters are designed for horizontal connection only (when using a single power supply)

Depending on what you have to say, the cool neon glow may not come cheap, but you can do the math—each letter is \$6.99, a blank space is \$3.99, and the needed power supply is \$29.99

Buy your set here and send me a copy of your sign, I'd love to post it in the news:

<http://www.thinkgeek.com/gadgets/lights/97fd/?cpg=61H>

Zultan Re-Invented



I know that we've covered Zultan in the October issue with my news items and our reader's coin-op modification already, but I still think this is such a fun and neat item that I needed to mod it in my own way.

Once again I called upon the talents of Melissa Jones of necarvings.com who created this stunning sign based upon an old arcade

based fortune teller sign that I had found on the net.



The inspiration



The result

It's hard to really see the detail and depth of the sign but she really did a fantastic job at a very reasonable price.



Check out my Zultan sign here, and ask Melissa to give you a quote on your own personal project. You would be surprised at what she can carve for you:

<http://tinyurl.com/2x4ag5>

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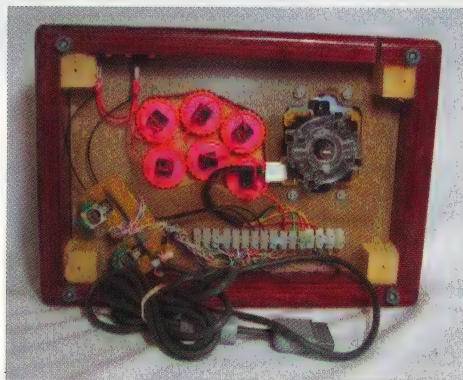
Kaytrim Customs



There are joysticks and then there are *JOY-STICKS*. This is definitely the latter. Kaytrim has been around, for about a year now, creating custom joysticks to order for just about any machine such a PC, PlayStation, Xbox etc out of wood and high end arcade parts.



But his latest sticks using exotic woods are what really caught my eye. These are real works of art that are highly practical as well. His latest builds utilize *Dymondwood*, a pressure treated/stained plywood that is compressed to about one half of its original thickness. The resulting product is really quite beautiful and he's using for his latest creations.



He'll make just about anything for you, using whatever parts you wish: from Happ parts to Sanwa & Seimitsu Japanese parts (which he prefers since they have a much smaller depth required for mounting, allowing his sticks to be very compact and sleek.)

Depending on the materials and controller you want, the sticks range from \$110 for a blank (no controls) to \$250 and more fully loaded. Typically they run around \$200. They take about 2-4 weeks to create and he will

only take on a few projects at a time so be sure to get yourself into his queue if you want one.



He's now moving into making his own wood and acrylic turned joystick tops for the Sanwa and Seimitsu sticks for that final custom finish.

Check out his fine work and order yours here: <http://tinyurl.com/2hy7qg>

Ms. Pac-Man Reborn



Most of you know that you can purchase full repro Ms. Pac-Man art for a cabinet if you need to restore one. Typically these sets consist of literally giant sticker sheets that are peeled/stuck to the sides of the machine. I personally have used that exact method to create my own arcade machine at home and the process works and looks great.

But, there are the purists out there who see such art as not a true restoration. So GameRoom writer Paul Murphy has taken the matter into his own talented hands with this amazing stencil set designed to restore that Ms. Pac-Man machine you have in your garage to its original glory.



Ms. Pac-Man, like many games of the early 80's used stencils for the side art not unlike the older Pinball machines. The process to me seems like a lot of work as you have to build up the layers of paint, but Paul has made amazing progress on the stencil set that is now in progress for that totally authentic restoration.

Pricing and sales information have not been finalized yet (but may be by the time you read this) so follow this link and check out the progress and videos of the product in action here:

<http://tinyurl.com/2rt443>

DreamFlyer Home Arcade Rig



Do you wish that you could pilot an airplane or experience a great cockpit simulator at home? Well your prayers have been answered by this neat new rig by the good folks over at "DreamFlyer". Mr. Steele himself sent me the link to this big new toy and it sure looks like a lot of fun.

Personally, I'm not really into flight simulators, but this seems like a pretty sweet set up for home use. As per the press release:

"As a DreamFlyer™ pilot, you control your aircraft from a comfortable replica of a pilot's cockpit seat. Your control stick combines the feel of an airplane with high quality, programmable joystick functions.... is your hand on the control stick that generates the movement of DreamFlyer™ revolutionary gimble frame, which precisely mimics the movement of an aircraft in flight. Seated in the pilot's seat, you experience the effect of actual flight – movement, pitch and roll – pilot lead and pilot-induced oscillation."

As always with rigs like this, entry into this club doesn't come cheaply. The prices vary from about \$2500 to over \$3500, and none of the options include a computer or monitor(s) so you'll have to add that to your over all cost as well. See it in action here: <http://mydreamflyer.com/HTML/index.html>

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OVER 25+ JUKEBOXES! Featuring Rock-Ola Bubblers, Rowe and Internet Boxes, and many more!

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Hardcore Mario



We've all seen gaming tattoos, but this is definitely one of the more hardcore ones I've seen so far. Samuel Mullins had decided to dedicate his left arm to his love of Nintendo and his favorite characters. The art includes Mario, Goombas, Bowser and (of course) the Nintendo logo. Wow. That's dedication.

Check out more photos here:
<http://tinyurl.com/yrhhcr>

Bargain Alert!

I haven't seen this in person, but if the write up is accurate, this seems like a fantastic way to have an almost full-sized juke (2/3 scale) grace your GameRoom at only \$499!



Introduced for the Christmas 2007 shopping season, you can purchase this iPod or CD powered Crosley brand juke that features such deluxe items as color shifting LED lighting, speakers and other higher end details.

Here are the full specs:

- Jukebox with CD Player
- 1 Disc Capacity
- Plays CD: Player Reads WAV File Formats, MP3s
- 2 Speakers, Speaker Type: Built-In
- Features Digital AM/FM Tuner, Color-Shifting LED Lights
- Modes: Stop/Play/Pause
- Features Easy-to-Read LCD Display
- Inputs: Auxiliary for iPod or MP3 Player
- Includes Remote Control
- 26w x 41h x 13.5d

It's only \$499, and you can find a retailer near you through the Crosley website:
www.crosleyradio.com/prods/cr12-2.html

Be sure to browse their website, they have tons of awesome reproduction items at reasonable prices.

Play Arcade Games on a 120" Screen



This is the full package. A controller, a high definition 120" projector and the potential to play over thousands of console/PC/Arcade games with the ability to add latest consoles for the ultimate in a home video gaming experience. Drool.

This beast really does it all, and it seems like a really cool idea and well thought out design for the person who literally has to have it all.

Some of the specs include:

- High-powered projector—Bright enough for daytime use!
- 120-inch Portable projection screen—makes it simple to set up, move, and store
- Dreamcade 2.0 Gaming PC—modern PC games can be played using authentic

arcade controls

- Component and HDMI video inputs for your Xbox 360, PlayStation 3 or Nintendo Wii for the ultimate in modern gaming as well as classic arcade games.

Retail price is \$3,999 and the Dreamcade Vision 120 with more details can be found online at www.dreamarcades.com.

From The "You Knew I Would Bring This Up Again" Department



The King of Kong, a movie that I covered extensively right here in the pages of GameRoom magazine, should now be out on DVD.

The DVD promises to have tons of behind-the-scenes and extended sequences supposedly filling in much of what was edited from the feature film.

I'm going to be first in line, OK maybe third, behind Billy Mitchell and Steve Wiebe, but I will buy this one as soon as I can.

It's only \$19.99, a bargain price for this masterpiece that is a fun and poignant film. Buy it at Amazon.com right here:

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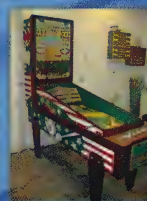
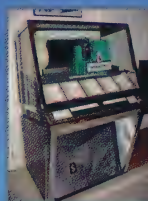
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The Complete Game Restoration Store



Setting Up A Basic Slot Repair Work Bench

by Rodney Henderson



Choosing the proper tool is essential. Here Rodney tries to decide between a screwdriver and a hammer.

Most of us have some basic tools around the house; screwdrivers, pliers, hammer, etc. for general repairs and projects around the home, but these tools may not be adequate for the purpose of "Slot Machine" repairing, in fact, these tools will usually lead one to utter frustration as a person may be trying to remove a nut with a pair of pliers, rather than a nut driver, thus stripping the nut and busting a knuckle or two, not to mention any parts (Such as Hoppers) set up on the coffee table or kitchen counter for repairs. To prevent this, here presented to you is the "Minimalist" slot repair workbench.

A Place To Do Your Work

As you can see on the next page, I have my little electronic repair bench set up (I don't need a lot of room for the type of repairs I do, the heavy repairs are carried out in my work shed) and it is portable. Today's electronic slots do not require a large work area as components can be removed from the machine and taken to the workbench to be

worked on with relative ease. As you can see, this set up can be broken down and moved easily should the need ever arise. This table has a hard plastic solid tabletop and ridged locking legs. I bought this table at "Home Depot" for about \$30.00. Stay away from those cheap "card tables," as they are flimsy and may tip over. Another table, albeit pricey, is the "spider legs" table. This table folds into a "suitcase," and is fully portable, as I use one for my repair business when I am on site for repairs and is worth every penny! These

tables are *very* sturdy and can be purchased on line from www.patioandyard.com check out the particular table at www.patioandyard.com/sp-tables.html I would recommend these over the plastic table any day.

The Basic Tools Needed

Ok. We have a table...Uh...*workbench*! Now we need the tools to do the job. The tools I am going to list are for repairs such as harness repairs, hopper repairs, and other minor repairs that slots will need from time to time. So here goes:

- **Screwdriver Set:** Those home improvement places are great for picking up those sets of screwdrivers, you know the sets I am talking about, the ones that have about 20 screwdrivers small and large (Stanley comes to mind). These sets are affordable and believe me, you will find the screwdriver you'll need. But in particular, try to find the set that has the "stubby" screwdrivers, these are the regular size but the



shaft is 1" long. These are good for getting into tight places. You need not spend a fortune on these, as we are working on slot machines, not automobiles, so the quality is not as important.

- **Socket Set:** This set you should purchase both SAE and Metric. Some slots use both metric and standard SAE nuts. Try to get the set that has the "Deep" sockets. Machines such as the "Bally Series E" have fans that require a deep socket to remove the nuts for fan replacement—it always helps to be prepared. Try to purchase at least a moderately priced set. Sockets are crucial, as cheap ones do not have the "tight" tolerances, and can "slip" around a nut. Believe me... I know from personal experience, besides, the ratchet on cheap sets tends to break apart after a while.
- **Allen Wrenches:** These can be of any quality. You will be using these for opening coin-in optics on the IGT games, and adjusting older hopper weight springs, as well as other things.
- **Diagonal Cutters:** Also called "Dikes" & "Side Cutters". Get a couple of these. One of a larger 6" size and one of the 3-4" size. The larger ones are good for cutting large cable ties and heavy diameter wire. Smaller ones are for small electronics work such as cutting leads off of capacitors and small wire cutting. Buy the best quality you can afford. Cheap ones get dull quick and tend to "pit" due to the soft metal.
- **Needle Nose Pliers:** Again, like the diagonal pliers, purchase a couple. Again, one about 6" and one about 3-4", and get the best you can afford. Cheap ones wear out at the hinge and the teeth wear out due to the soft metal.
- **Flashlight:** This sounds like you can buy any flashlight and be fine. Not so. I recommend that you purchase one of the White "LED" flashlights. These stay a constant brightness, don't have that ringed "shadow" effect in the light beam, and are brighter. Purchase one with at least 4 LED's in them. Yes, these are pricey, but the batteries last a very long time, and they don't burn out, a very frustrating thing when you're working on a slot machine.
- **Soldering Iron:** Purchase a Weller soldering iron of adjustable heating. Cheap soldering irons just don't do very well

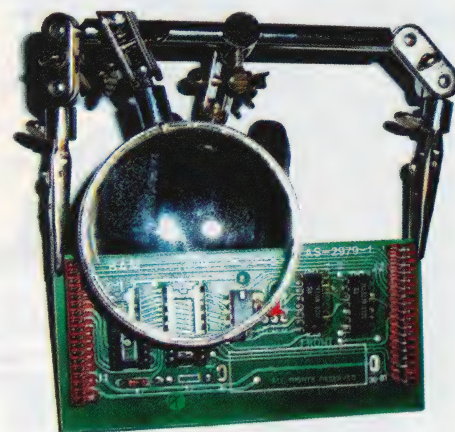
for even heating. Yes, the cheap "Radio Shack" 25-watt ones will do for general harness soldering, but when it comes to doing board-level work, these are just not going to cut it, you will probably be very frustrated.

Other Supplies You Will Need

Now that you have a workbench, and tools, you need some "Supplies" to bring it all together. You can go as far as you want with these supplies, but what I will list here are just the basics to get you going. And here they are:

- **Solder Wick:** You will need this when replacing component parts on those green boards in your slots. This is also called "Solder Braid" and is sold at your local "Radio Shack."
- **Wire Ties:** Get the ones that are 4" long. These are made of nylon and "zip" closed. The black colored ones holds up better under UV light caused by fluorescent lamps. These are also called "cable ties".
- **Tie Mounts:** These are the little adhesive squares that you attach the wire ties to so you can secure your harnessing in your slot machine.
- **Shrink Tubing:** This product is way better than electrical tape. Comes in many diameters, but you can purchase as set of different diameters. Use this product for covering exposed wiring or for bundling several wires together into a "cable."

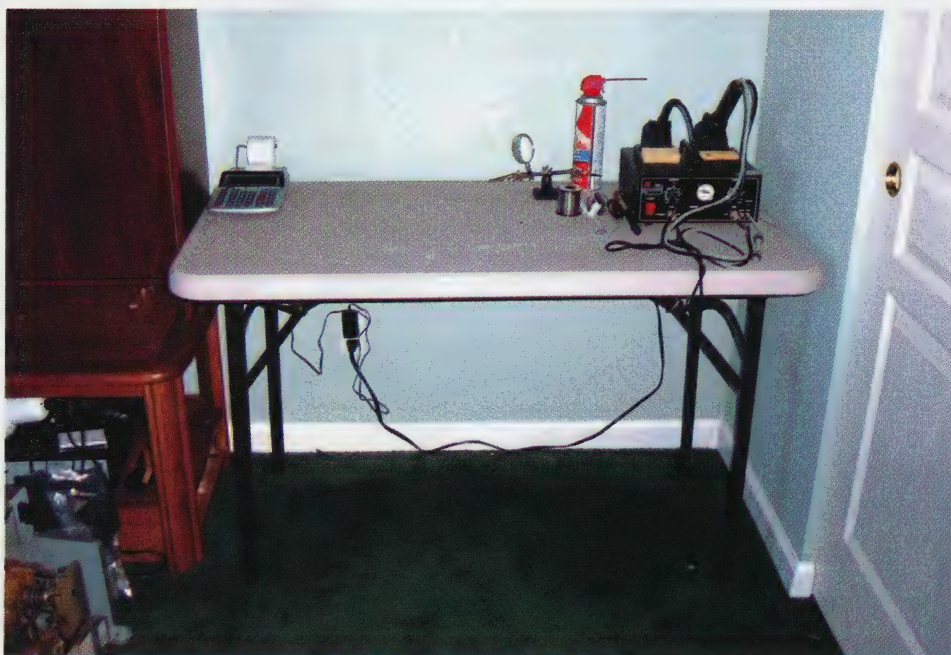
- **Solder:** 60/40 Rosin core solder. I use Kester solder of .031 diameter.
- **Heat Sink Compound:** This is sold at your local Radio Shack. You will need this when you replace items such as voltage regulators or bridge rectifiers.
- **Magnifier with Alligator Clip Arms:** This nifty little tool is used for holding wire for tinning, and as a "third hand" for holding small circuit boards for repair. The magnifier also allows you to check for part numbers on small electronic components, and to check your soldering work.



That's About All

Well, that's about it. There is much more that one can add to their own "slot repair shop" but that comes with experience and need. Once you get your basic set up, you will find what your particular needs are to fix your particular slots.

Good luck and keep em' running! **GR**



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Counterfeiting a Classic:

Recreating the Williams Defender Prototype

by Michael Ford

Who has not dreamed about having a game so rare that no one has even heard of it? Well, maybe no one but me, but you will want one too after reading this.

My adventure began when I saw an eBay auction for a Prototype Defender Cabinet. This is the original cabinet built to test the Defender game. It was an internal experiment to see how the graphics would work, what gameplay was like, and how much it would cost to produce. There were only a handful of these made. Some went to gaming shows and after that many were actually sold to arcades.

After some research, I found andys-arcade.net, which had more information on this prototype. The production version of Defender had stencil painted sideart which is much less expensive to produce. The prototype had vinyl silk screened artwork that is eerily similar to that Star Wars movie that was so popular at the time. The prototype bezel also did not have the blue nebulae clouds. There were some other minor differences but the artwork stood out and that is what I liked the most.

Early Defender literature shows these prototypes and not the production version. At the time the literature was printed, the company was still developing the game and the prototypes were all they had to promote, so that is what they put on the flyers and magazine ads. They later changed the sideart before going into production and made some other minor changes.

I tucked those photos away in my 'ideas' folder, where they sat for several months. The original cabinets were very rare plus I did not really want an original. Too much money and it would only play one game. One game per machine may have been acceptable in the 80's, but not today. It was not worth it to me. But, I realized that I could use a Multi-board to play several games, and suddenly the project seemed more interesting.

The photos on eBay were clear enough so I had an Adobe Illustrator artist re-draw

the sideart. I printed the sideart, kickpanel, and a bezel I made by modifying the original Defender bezel, then hid them in a dark corner; awaiting the day when they could see light again.

About a year later, I finally decided it was time to tackle this project. I began looking for a cabinet, which turned out to be more of a challenge than I expected.

What I did not do!

Before I continue I want to be clear that I did *not* buy a good game and chop it up. You should never chop a good classic cabinet for



This is the original Double Dragon cabinet used for this project. You can see someone started spray painting it and when they ran out of blue paint, they just quit. It still had the original Williams monitor and the control panel had been re-cut for Double Dragon.



The cabinet was severely water damaged. The interior was in good shape and the wiring harness was good. I wire brushed off the loose paint, and sanded down the raised wood grain.

I used Bondo to fill in gaps in the cabinet and a skim coat of Bondo to smooth the surface, just like they do on high priced custom car paint jobs.

a project like this, or for any project. Restore it or let someone else have it who will restore it. I turned down several cabinets because they were in too-good condition. I refused to paint over good original Defender graphics to make this cabinet. I waited until I found an original Defender cabinet that was suited to this project.

I talked to VintageArcade.net and they had a water-damaged, converted Defender cabinet. It had a monitor, power supply, and transformer in it. Someone had converted it to a Double Dragon so it already had a JAMMA harness installed and all of the buttons and joysticks I needed. The cabinet had serious water damage and they were not interested in fixing it up. This was the perfect cabinet for me. It was already converted and in bad shape but not so bad that it was unusable.

Many dealers trash good cabinets just because they are not worth the time to fix. It is possible to fix these water damaged cabinets. I only needed to re-glue the edge of this one after filling the gaps with wood glue. More severe damage may require cutting out the damaged piece and replacing it. Then fill in the gaps with wood putty or car body filler. You can save damaged wood by using a

special resin that is made to penetrate water damaged wood and hold it together. It is like the resin used to seal bar tops but specially formulated to penetrate rotten wood. This resin is available at systemthree.com

First Assembly

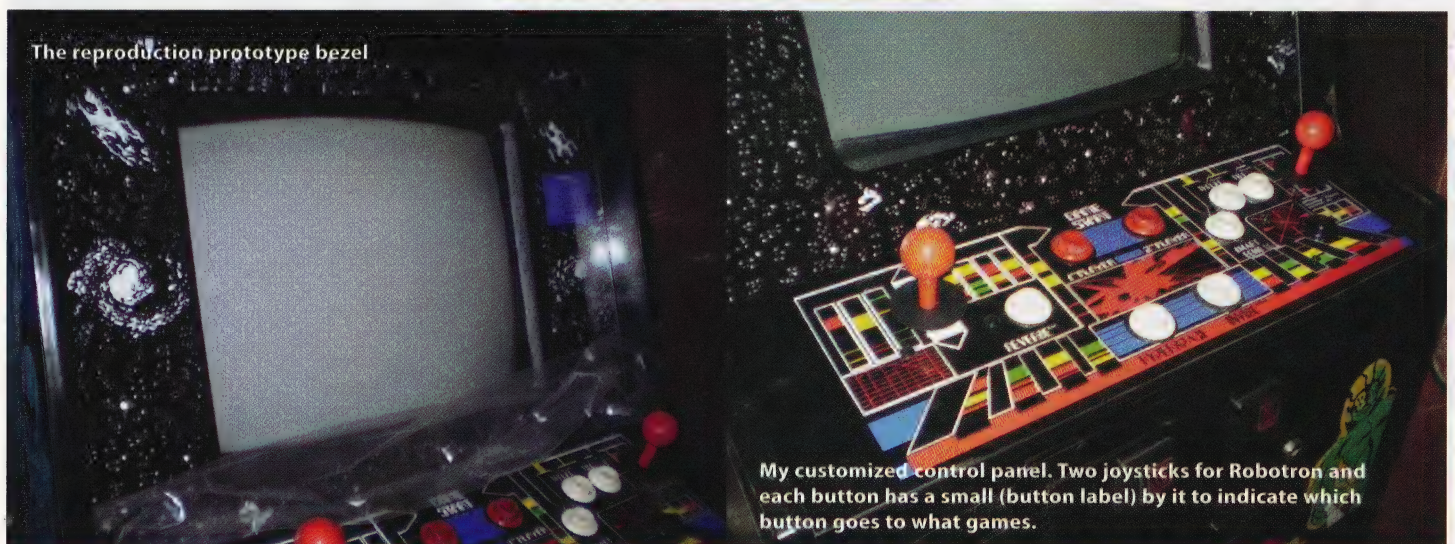
When I assembled everything, I found that my monitor was hard to see and very dark (bad CRT). I was surprised that it was so



bad. I would have expected it to have been taken out of service long before it became that bad. It may have become worse sitting in a hot warehouse for years. I ordered the Generic Happ Controls monitor. It came with a nice plastic bag for the kids to play with, a remote mount adjustment board to set brightness, etc. The electrical connection had a standard 3 prong plug instead of the two pin molex-type connector on the old unit, so I had to rewire it to use my existing power connector. This inexpensive monitor looks fine, but the horizontal adjustments force some of the screen image off the sides no matter how you adjust it. That was the cost of saving money on the monitor. It fit right in place with no problems.

The MultiBoard

I always liked Stargate and Defender and wanted one of those games, but could not justify the space for it. I also did not want a "MAME'd" box because I wanted it to feel original; a real arcade game anyone could play without going through a Windows menu or me explaining how to press the Coin button. Basically I wanted the feel of an original game, but the flexibility to play several games. The perfect solution was the

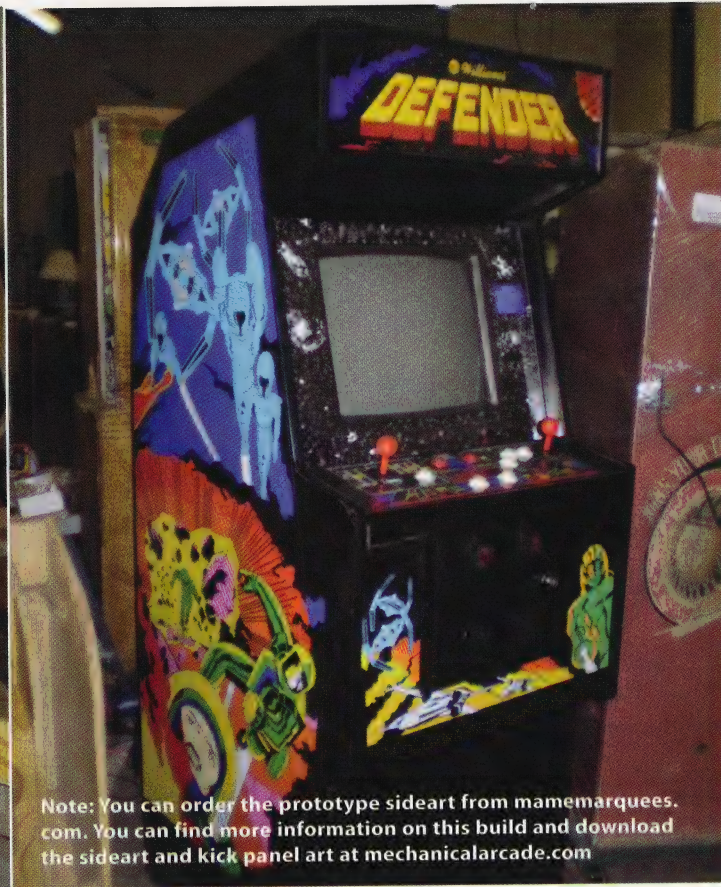
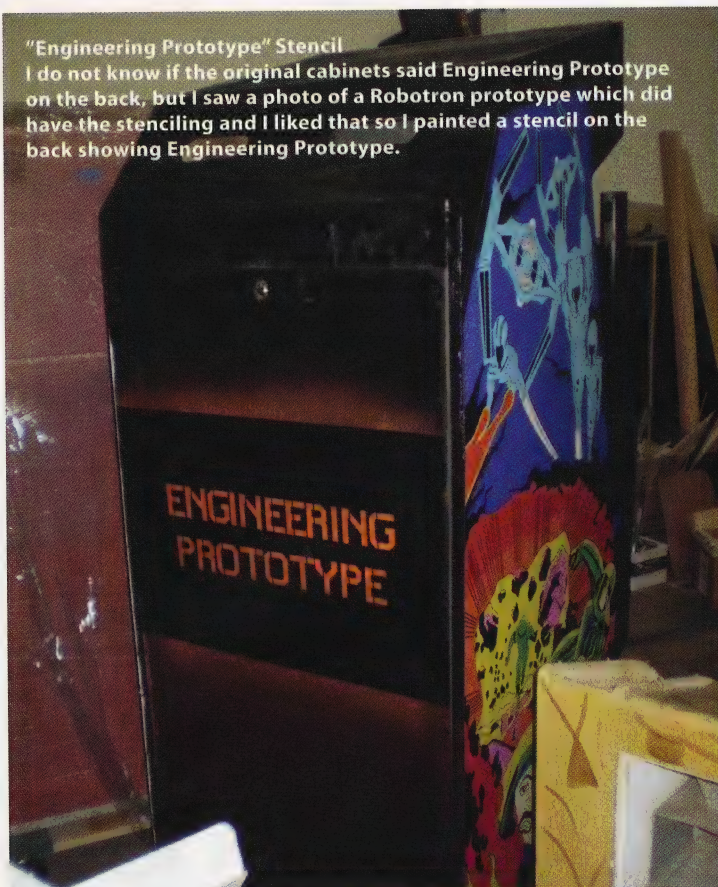


The reproduction prototype bezel

My customized control panel. Two joysticks for Robotron and each button has a small (button label) by it to indicate which button goes to what games.

"Engineering Prototype" Stencil

I do not know if the original cabinets said Engineering Prototype on the back, but I saw a photo of a Robotron prototype which did have the stenciling and I liked that so I painted a stencil on the back showing Engineering Prototype.



Note: You can order the prototype sideart from mamemarquees.com. You can find more information on this build and download the sideart and kick panel art at mechanicalarcade.com

MultiWilliams board from Arcade Shop. This board was recommended to me by a local dealer because it is very accurate and the controls are responsive. Some Multi-boards out there do not respond correctly or do not play like the original games. The Arcade Shop board gave me 10 horizontal games instead of just one. The first board I received was bad. It would only show one game and I could not change to another so I had to return it. Apparently they re-flashed it with something new, because when they returned the board it was working.

Installation was quite easy. My cabinet had already been converted to JAMMA so I plugged in the card and, by shorting each button while Defender was running, I figured out which button was which. There

was a button test feature in the card setup but nowhere did it say what button was for what function. It only called them button1, button2, etc. It still only took a few minutes to figure out what each button was and stick it in place. I was quite happy that I had a JAMMA conversion because it made installation a snap.

The Control Panel

I rebuilt the control panel using a new control panel overlay I created. The new CPO has extra buttons for the Multi-board and button labels so I know which button goes to which game. I took the original Defender control panel artwork (the real original, not the redrawn version commonly available) then changed the labels and added a button and joystick. I printed this out and laminated it. My original panel was warped from water damage so I cut a new one. The Defender control panel was very easy to make out of a single piece of wood. I used the artwork as a template to mark hole locations, drilled, and applied the overlay.

The Bezel

I took the artwork from an original Defender bezel and modified it to look like the prototype which is the same except it had none of the blue nebulae clouds. The instruction sticker was also shorter. I do not know what

the original looked like so I squished the production Defender card down to fit.

Controls

I used leaf-type buttons, because those were the type originally used with this game. I also matched the colors to the prototype photos. I had to use a 4/8 way joystick to play Robotron, Joust and other games on the board. The 4-way feels a little odd with Defender plus my Reverse button is farther out than it would be with a 2-way joystick so I have to reach for it more than with the original game.

Final Cabinet

My only real expense in this project was the Multi-board and new monitor. Everything else came from my parts bin or was given to me.

This is not an exact copy of the prototype—that was never my intention. My backdoor is not hinged, there are no headphone jacks, the front coin door was silver, mine is black, mine plays Multi-board.

But none of this matters. I wanted a fun game to play that just looked like an unusual original. I now have an interesting story to tell everyone when they say "Abh, Defender, I remember that!" I will be much happier with this than I would have been with a real prototype. **GR**



Games Inc.

Super & Twin Wild Cat

by Jeffery Lawton

Hey, Let's go Wild!

My friend Ken Linton called recently; “Hey Jeff, remember that backglass I bought at that auction awhile back? Well, I found the game it goes to right in your backyard! I’m on my way to get the game now, I’ll see you later this afternoon.”

“Right in my backyard” turned out to be Roger Bockman’s home. Ken was buying two Wild Cat games from Roger and he was bringing both of them to me for repair. To test your memory, Roger is the gentleman who owns the Genco Skee Ball I wrote about for GameRoom (Published Vol. 12, No. 2, February 2000).

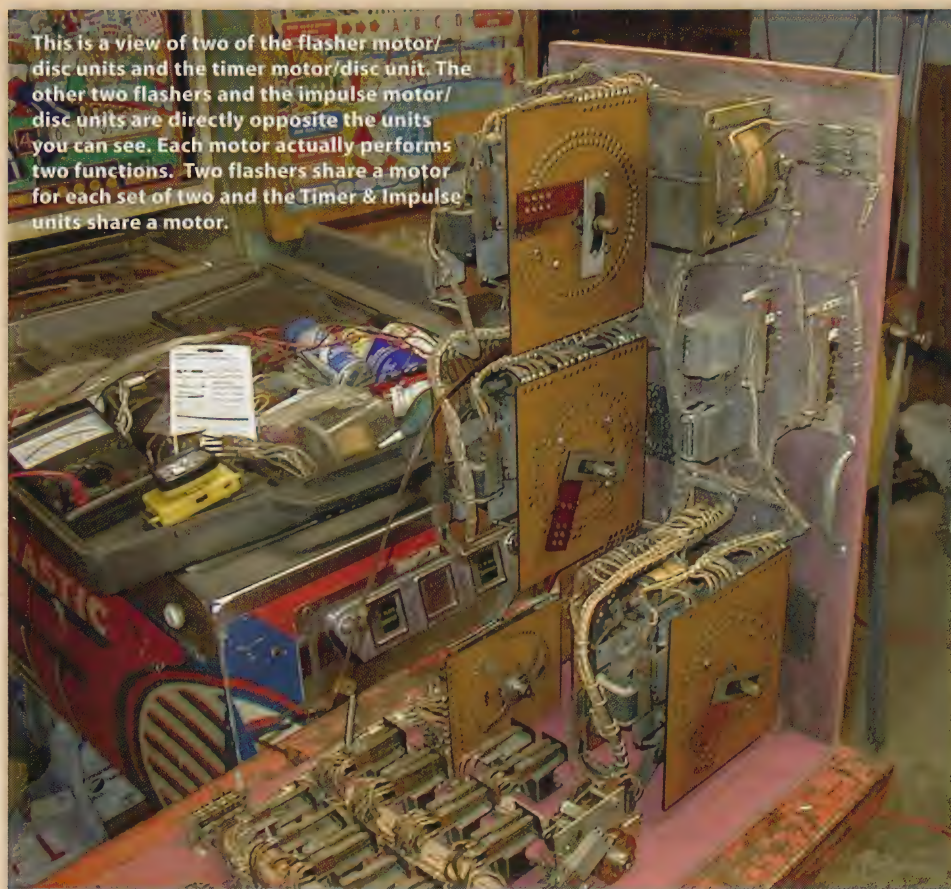
When Ken arrived with Roger we caught up on old times then unloaded both games. The Super Wild Cat would play but “double cycled”—it played an extra spin without you starting it. It also didn’t payout any credits whenever you had winning animals lit. The Twin Wild Cat wouldn’t advance dime credits and wouldn’t light up. The game did cycle but not correctly. A quick look inside showed me why; the game was full of plaster dust.

Some of you may remember the article I did for GameRoom on Keeney’s Big Three (Published July 2000, Vol. 12, No. 7). Well, Ken’s games are similar to that game.

I tackled Twin Wild Cat first. I opened the game outside, removed the back door and both front coin doors. This was easy because every door was jack & plug connected to the cabinet. The only things left in the cabinet were the two free play credit meters and the lamp sockets. I blew the cabinet out first then vacuumed up whatever residue was left inside. Even though the back door was sitting on sawhorses blowing the dust off the components was difficult. I finally had to use a toothbrush and really dig into the embedded dust on the cables & relays. I used a portable power supply to exercise the relays while I sucked away the dust that I vibrated up. After cleaning the four flasher motors the impulse motor the timer motor and the three units, I tested the game. It flashed correctly, but now it was “double cycling,” just like the Super Wild Cat.



Super Wild Cat upright replay-style slot machine. This photo shows a 3-Pheasant winner because of the “Wild Cats”



This is a view of two of the flasher motor/disc units and the timer motor/disc unit. The other two flashers and the impulse motor/disc units are directly opposite the units you can see. Each motor actually performs two functions. Two flashers share a motor for each set of two and the Timer & Impulse units share a motor.

This “double cycling” concerned me because I had verified each switch on every relay, motor/disc cam, and step paw and all tested good with a voltmeter. Next I checked all the spring tensions to assure each release paw was returning properly on the flasher units. Here I found the problem—some of the arms dragged back slowly but the springs weren’t the cause. The culprit turned out the little red “rollers” at the end of the release paw that pushed the switch stack up.

What I discovered was that each of these rollers was gummy and frozen. They are supposed to turn freely as the paw moves, forcing the switch stack up; then turn the opposite direction as the paw returns to its normal position. Once I freed each of these rollers so they turned easily, the double cycling stopped. A mechanical solution to an electrical problem. The Twin Wild Cat performed perfectly, except that it still wouldn’t give dime credits when you strummed the dime coin switch. This turned out to be a stupid problem. On both coin doors there is a weighted switch. The quarter door weighted switch was closed (the switch opened if the weight moved). On the dime door the weighted switch was open. I simply set it closed and dimes started working.

I played Twin Wild Cat over the next two days and each win credited properly, each cycle worked properly. I even had the good

fortune to win 4 Elk, which is a 200 credit winner.

Unfortunately, I was only playing the dime game so I only won 200 dime credits. I shouldn’t complain, I only had 12 Dime credits when I made the big hit.

On the Super Wild Cat I didn’t have the dust problem; in fact, the game was surprisingly clean compared to the Twin. I cleaned

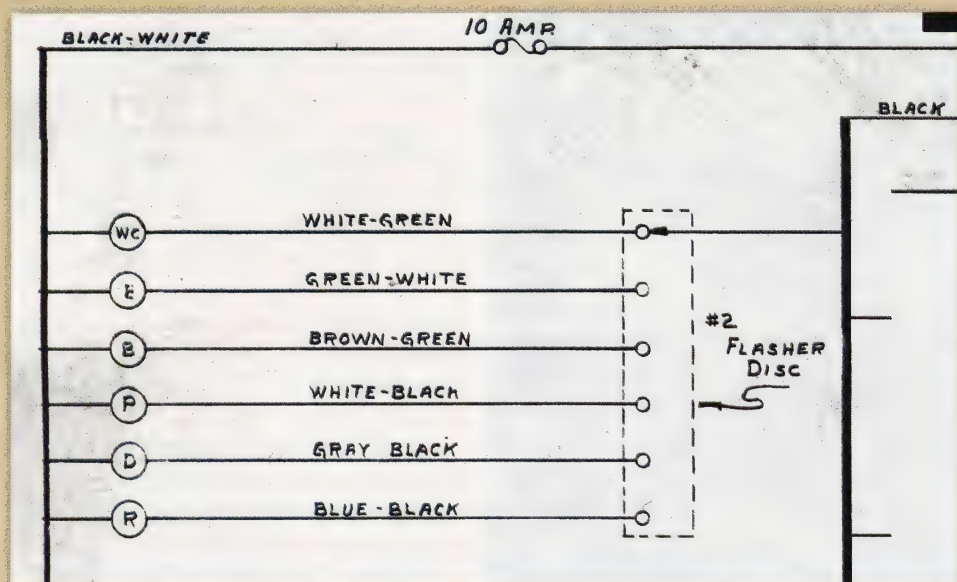
the surface discs for all four flashers and freed up all 6 of the rollers. I cleaned the commutator unit (similar to the Replay Count units in bingo games) which was frozen in place (this is what caused the game not to award credits) and repaired a broken spring on the alternator unit. Super Wild Cat only had three major problems left after my initial cleaning; the second row didn’t display any animal intermittently, Dimes never made it from the coin slot to the coin switch and any winners that used the Wild Cat symbols didn’t pay correctly or at all.

I dreaded the display problem because Flasher #2 was deep inside the mounting block, under the Timer/Impulse motor and behind the other flasher combo unit. I marked the disc where the flasher wiper stopped when no animal displayed, then verified continuity through the flasher using the diagram. Thank goodness, all the wires had good continuity for each of the 21 flasher positions. Each of the 6 wires had good continuity to the jack mounts for connection to the cabinet. The problem was severe corrosion on the pin of the plug connecting to the “Duck” display in the second row. Just to be on the safe side I verified all the plug pins with a portable power supply making sure each animal displayed in each row. Where necessary I replaced bulbs or cleaned bulb sockets to assure good bright lamp display.

The Dime problem was caused by a gap between the coin guide and the rejecter input. I lowered the coin guide eliminating the gap but the dimes hit the rejecter sideways and caught in the rejecter input. I built a metal



Here is one of the rollers. These rollers were gummed up on both machines



The diagram above shows how the animals are lit via the flasher disc

guide piece and put it in front of the rejecter. Now the dimes fall into the rejecter cleanly.

I checked the payout circuit for the Wild Cat symbols. Because each Wild Cat can substitute for any other symbol within the same vertical row, I had to identify how this substitution was made electrically.

Using a voltmeter I verified continuity from each relay coil lug back to the source voltage wire. On Super #1 relay wiring I found the tensile strength on the #1 solenoid arm switch was weak. I made a slight adjust-

ment so the switch closed with more force and my Wild Cat winners started paying.

As I tested the game I continued to have intermittent problems with payouts involving the Wild Cat relays. The worst was when I displayed 3 Bears (Wild Cat, Bear, Wild Cat) but got no payout at all. When I shifted the Timer motor wiper to retest for the same winner again I got only 2 credits where 3 Bears is supposed to pay 16 credits.

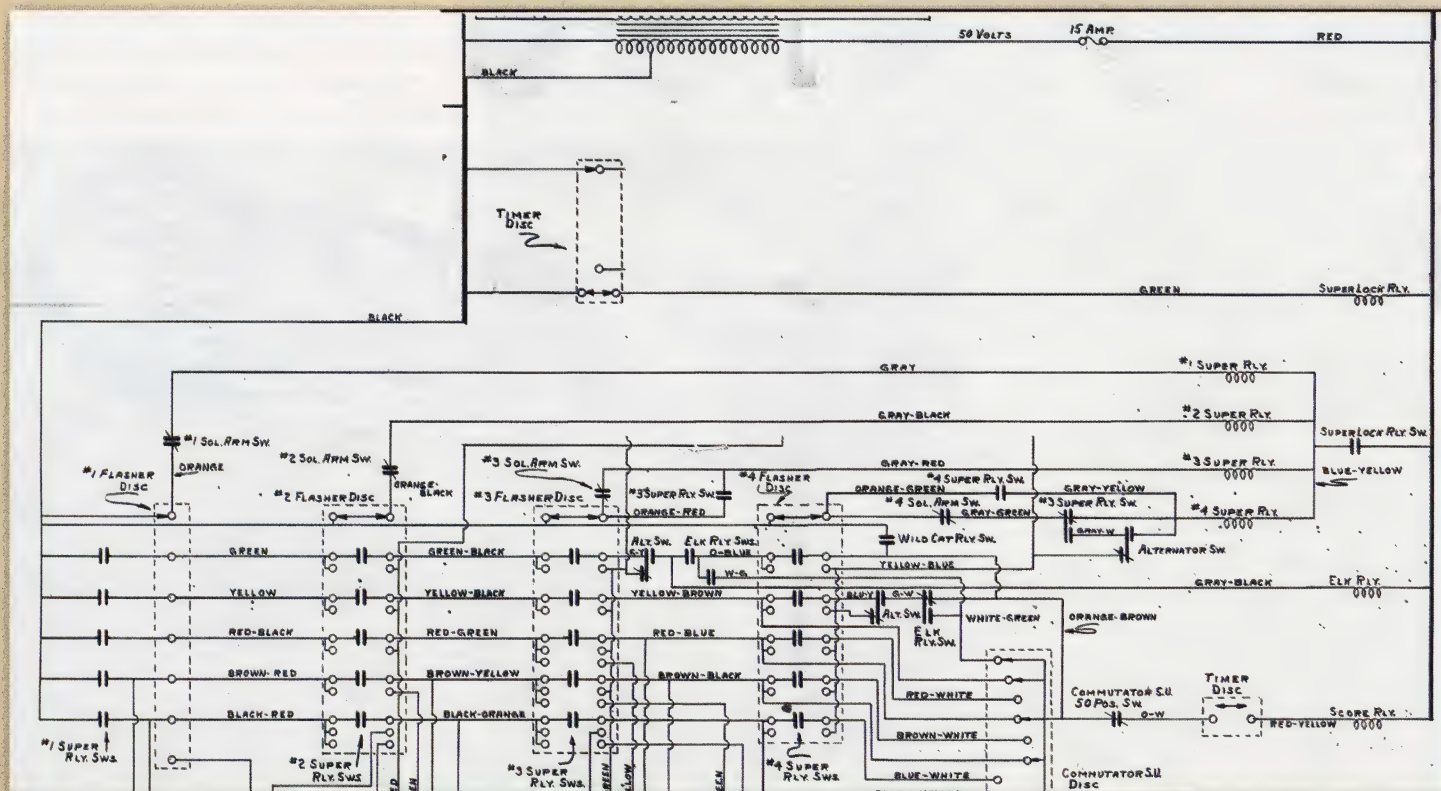
At first I thought the trouble had to be on the Flasher #2 disc because I was display-

ing Wild Cat on row 1, Bear on row 2 and Wild Cat on row 3. If I moved Flasher #2 to display anything other than a Bear, I got the correct payout for the other animal. I went so far as to pull Flasher #2 (and Flasher #1 since they share a common motor mount) off the frame and verify all the wires on the disc; they were all good!

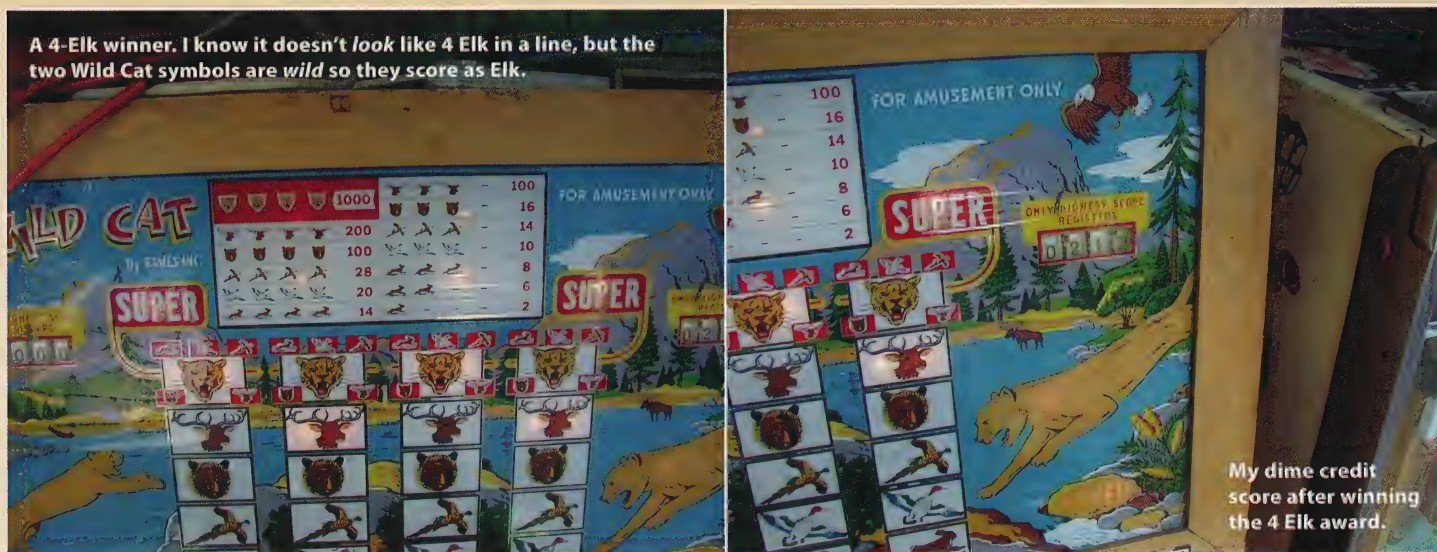
I decided to trace the circuit testing voltage through Flasher #1, Flasher #2 and Flasher #3 through the Comutator disc to the Score relay. There are three positions out of 21 where Flasher #2 will display a Bear. Only one of the positions actually paid the proper credit for 3 Bears. As soon as I changed Flasher #1 to display a Bear, I couldn't make flasher #2 stop on either of the Bear symbols that wouldn't pay. As soon as the wiper moved close to either of the "open" Bear positions the Flasher #2 latch coil energized, preventing it from stopping on the open symbol. This wrinkle effectively made it impossible for the game to allow this particular 3 Bear display to happen in normal play. I could only do it if I set Flasher #2 before I set Flasher #1 (which can't happen in normal operation).

"Hey Jeff, you said you got this condition in *normal play* didn't you?" Yes, but I specifically had Wild Cat, Bear, Wild Cat displayed, not Bear, Bear, Bear.

"So, What's the difference? You're giving



The circuit for the 4 Super Relays. Each Super Relay corresponds to a lit Wild Cat symbol for each vertical row. Super #1 relay matches the Wild Cat symbol in row 1, Super #2 - row 2, etc. The Super # relays can't operate unless the Super Lock relay is released.



me a headache." The difference is the Wild Cat symbols "simulate" a Bear by operating the Super #1 relay for row 1 and the Super #3 relay for row 3.

"Wait a minute, didn't you say your were still having intermittent problems with Wild Cat payouts?"

Yes, I did, and therein lies the cause of my problem.

Now, stay with me here; At the end of every cycle the Super Lock relay is forced operated by the Timer Disc; as the game starts a new cycle the Super Lock relay releases as the Timer Disc wiper moves off normal. This allows any of the four Super # relays to operate as the flashers stop on a Wild Cat symbol. What would happen if the Super #1 relay

didn't operate before Flasher #2 stopped? Answer, Flasher #2 wouldn't know that Flasher #1 was on a Bear symbol (granted a simulated Bear via the operation of Super #1 relay) and Flasher #2 might stop on one of the open Bear positions.

Now, later on in the cycle, Super #1 does operate; too late, Flasher #2 has already stopped so it won't force off the incorrect symbol. "OK, so what would prevent Super #1 relay from operating when it is supposed to?" Answer: the Super Lock relay *not releasing!*

When I tested Super Lock relay for proper release operation, sure enough, it didn't always release; a victim of residual magnetism. Now normally I simply insert a thin

sheet of paper between the plate and coil but that wouldn't work here because the relay is positioned such that the paper would just fall out. I can thank Don Hooker for the solution. When Don designed the early Bingo games he envisioned a residual magnetism problem on relays that are operated for long periods of time. A good example is the Coin Lockout relay.

Don placed an 8200 ohm resistor across the activate switch for the Coin Lockout. When the switch is closed the relay is operated. When the switch opens the voltage goes through the 8200 ohm resistor to the relay coil. For some reason this forces the plate off the coil surface, defeating the residual magnetism effect. So, I took a resistor out of my Bingo parts stash and wired it into the Super Lock relay circuit. "Poof", the Super Lock relay released quickly, every time. Thank you Don Hooker!

I said earlier that the photo on the first page of this story has a Wild Cat winner displayed, three Pheasants using the Wild Cat symbol in row 2 & 3 for the second & third Pheasants.

Actually, since the two Wild Cat symbols are wild, they are equal to any symbol displayed in row 1. Since the Pheasant happens to be the row 1 symbol, that's the three-animal award you receive. If row 1 had been an Elk you would have received the three-Elk award. If row 1 had been another Wild Cat you would have received the four-Duck award since the fourth row displays a Duck.

The photo above shows a 4 Elk winner on Twin Wild Cat also using the Wild Cat symbols in rows 1 & 3. Obviously, any animal displayed on row 2 would have been a winner I was just fortunate that rows 2 & 4 both decided to stop on Elk on this cycle, neat huh? **GR**



Tom Callahan's

Repair Connection

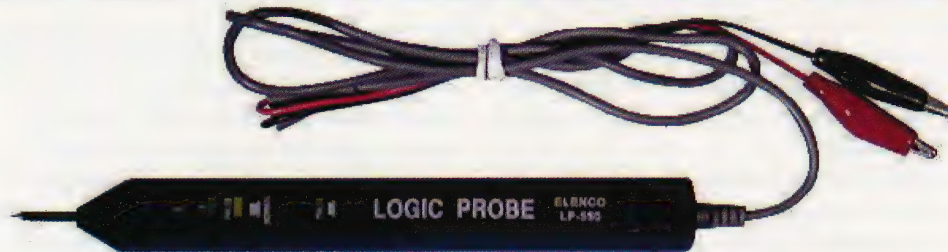
Introduction

This troubleshooting column is aimed at two segments of the pinball hobby. The "collectors" that gather all the pinball tech info they can find, and the "game owner" repair group that will use the columns as a learning tool. The in-depth repairs are for the game owner group. They are written in plain language with minimal 'tech talk'. After more than 15 years of doing board repairs I have assembled many notes culled from those repairs, and will try to explain the procedures I used to find the problems and then fix them.

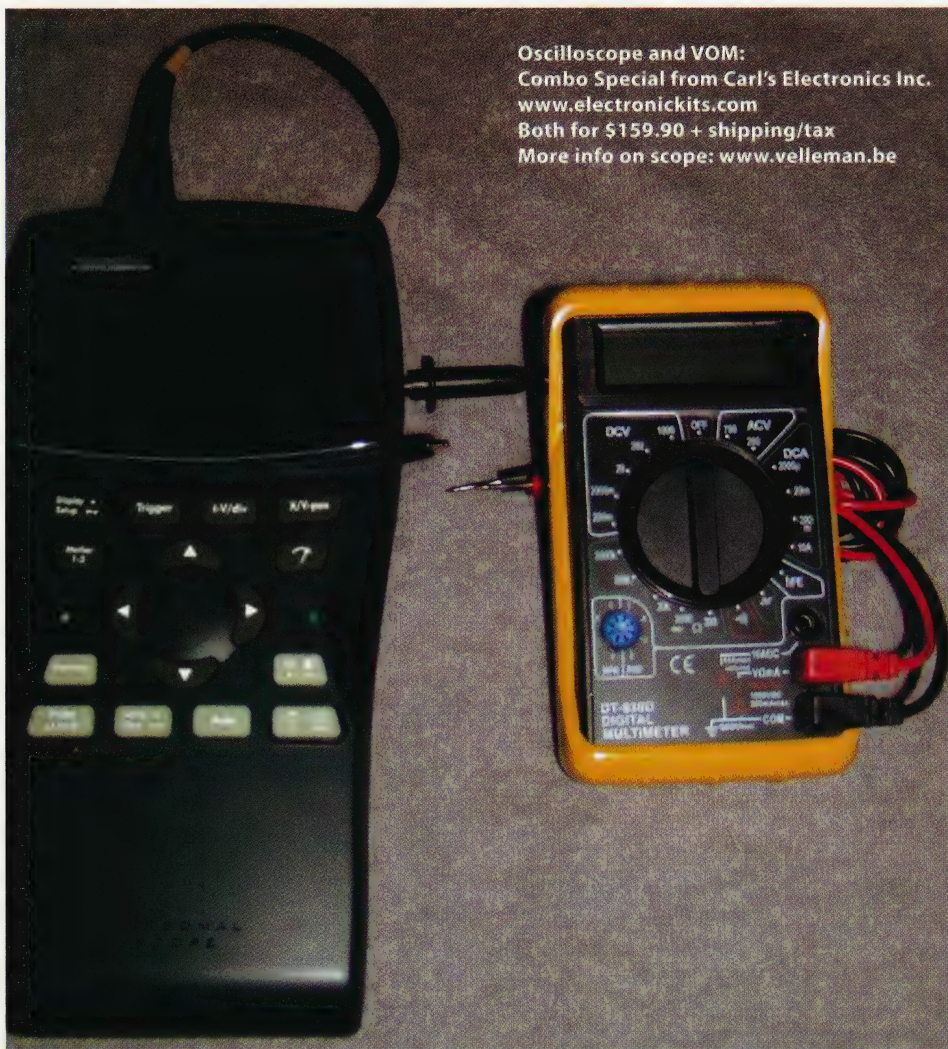
All of the repairs shown here were accomplished using a \$10.00 VOM and a \$15.00 Logic Probe. Some repairs were originally done using a (shop) Oscilloscope but I recently purchased an inexpensive (\$150.00) hand held Belgium made Oscilloscope for this series of columns. For the more serious troubleshooting, I recommend purchasing all three. Shown here are the three instruments recommended.

Using an oscilloscope may be difficult for some. There are many settings, and each one could produce a different signal image. To minimize this problem, I used the auto setting on my Velleman Scope for each of the readings shown on the CD's. This will allow someone else (using the Auto setting on the same instrument) to achieve the same visual reading. VOM readings can vary a little from meter to meter with out indicating any real problem. The Logic Probe is used to indicate the presence of a signal that is high, low or pulsing. One or all of these instruments can shorten the troubleshooting procedure considerably.

The VOM and the Logic Probe are the minimal instruments needed. The oscilloscope will be needed to read some of the blanking signals on Williams's levels six and



Logic Probe: Elenco Electronics Model # LP-550 (or LP 560) Do a google to find best price that will run from \$15.00-\$20.00. Comes in both kit and assembled form.



Oscilloscope and VOM:
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More info on scope: www.velleman.be



My soldering station:
Jameco Part# 236110CJ, about \$90



You'll need a desoldering tool. Shown here
is an inexpensive vacuum "solder sucker"
pen and a roll of desoldering wick.

seven CPUs along with some driver board signals. A Scope is also needed for voice and sound samplings on a Bally Squawk and Talk. Sometimes a scope is used for Clock signals on an MPU. The logic probe will be the most commonly used testing tool for the board repairs shown on these CD's. Another

item needed for repairs will be a solder station. I have been using this unit (from Jameco 1-800-831-4242) for many years and found it to be very reliable and is priced around \$90.00.

Also needed for board repairs are desoldering tools. The two inexpensive choices shown

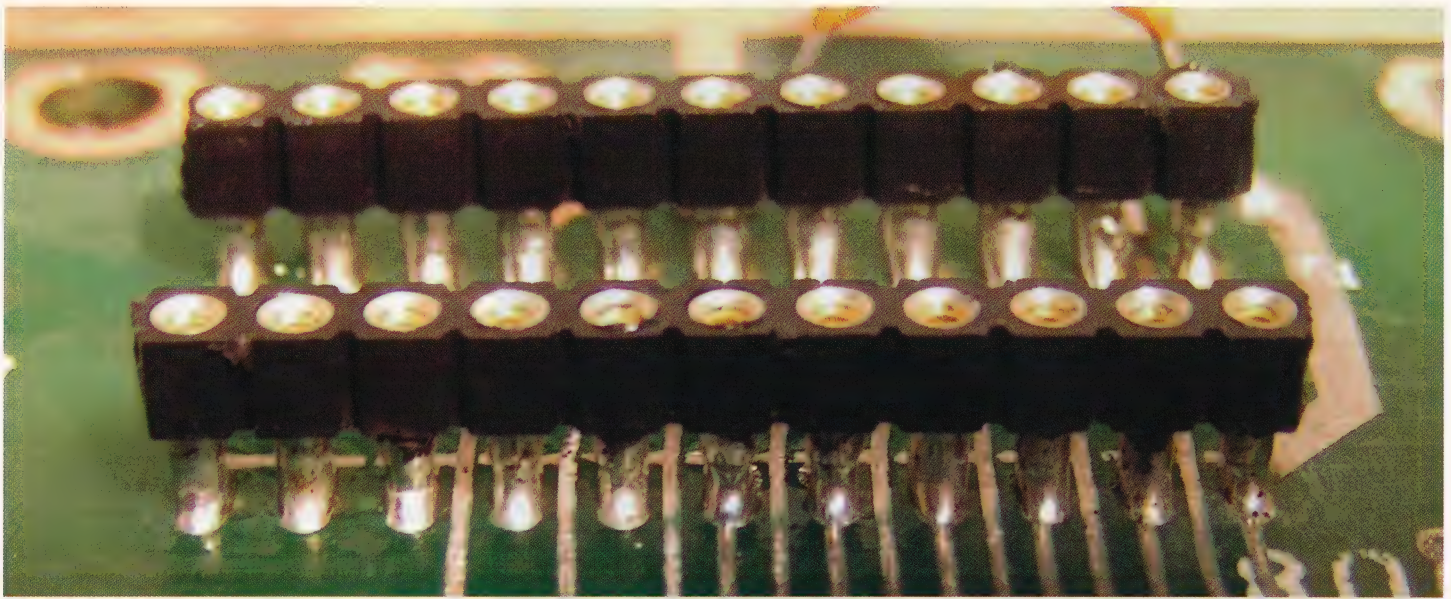
above are better suited to the 25 year old PCB's being worked on than any hot air or other type of (\$300.00+) desoldering system.

The boards being worked on were manufactured during the "cost effective" era, circa 1978. They are typical one and two layer PCB's with the 'hole through' mounting system. Boards that are 25 years old are hard enough to work on even if they are clean, but add in the newest hot item: "acid damage repair kits," or an old favorite residual acid damage left under the parts from a recent "cleaning." With all these 'marvelous mods' to deal with, this type of desoldering equipment is best suited for the job. With Bally boards it has to be noted that a 'additional cost saving step' in the manufacturing of their 1978 PCB's will prevent using even the mild vacuum produced by the pump shown here.

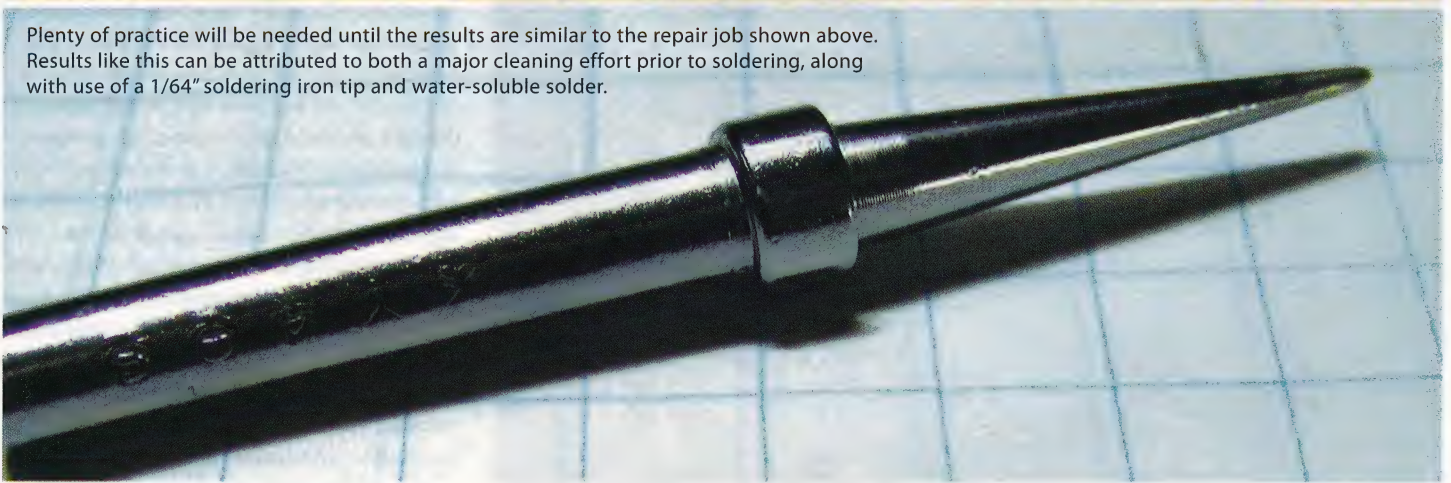
It can be better explained with this small diagram:] [which represents a cross section of a PCB's pad and hole. It is called 'plate through design' and refers to a pad on top and another on the bottom of the board with a metal tube (plated through) connecting both pads. The plate through process requires drilling an oversized hole that allows for the precise metal plating thru the hole, from pad to pad, ending up with a hole sized for the wire lead to pass thru for soldering. Bally decided to skip this extra step and just leave the etched pad glued to both sides of the PCB with no plate through design.

Any 80's repair shop working on one of these "cost effective" PCB found that each pad and trace had to be desoldered with extreme care to prevent pads from lifting off the surface when heat was applied. Advance 20 years: add in acid damage and dozens of previous repairs, and it makes the simplest act of changing a socket a nightmare job. If you went near these 'floating' pads with a hot air or power pump desoldering tools the pads would disappear. For this reason I use the desoldering braid wherever I can. Using braid meant that the surface had to be as clean as possible, free from dirt and surface corrosion. Solder won't move if there is any surface contamination left on the board. That goes for soldering or desoldering.

For me, cleaning the surface involved using a bead blaster with an extremely fine silicon bead. Even with a bead blaster it takes a lot of skill to clean a board without destroying it in the process. Regardless of how carefully the blasting is done, there is always some copper plating loss in the process. The copper lost from bead blasting was already laced with acid holes or eaten down to less than half its original thickness.



Plenty of practice will be needed until the results are similar to the repair job shown above. Results like this can be attributed to both a major cleaning effort prior to soldering, along with use of a 1/64" soldering iron tip and water-soluble solder.



After the bead blasting and all the leads are removed, the solder is removed from the pad holes using the braid. For the holes that won't give up the solder (from either side of the board), I use a small piece of stainless wire (solder won't stick to it), set it on top of the solder filled hole, heat the wire up and push the solder thru. The resulting lump of solder can be wiped off with some braid. After all holes have been cleaned, use some braid to clean up the pad surfaces.

Finally (when you're ready to solder), clean the surface with some very fine sandpaper or emery paper. Start Soldering immediately after shining up the copper so that oxidation (tarnish) can't screw up the surface. If the copper gets dull before you get around to soldering on it, clean the surface again. *It has to be pristine* before the solder will flow over/around/under all the metal parts.

This cleaning can be accomplished without a bead blaster (if this were done by hand by the game owner), but the time difference rules out of this kind of work being done for profit. Anyone can repair any board if the clock doesn't matter.

A repair shop shouldn't charge more for repairs than the board is actually worth, even though some do. That is why 50% of the boards that showed up here for repairs were sent back because owner had put down an "acid damage repair kit" on top of a polluted surface and this would require cleaning up that repair before I could do mine.

The problem with that scenario (besides double the time spent on repairs) is the undeniable fact that Bally boards are a '*one shot*' repair. The first person to work on any board sets the bar for any future repairs. For the most part, repairs done over the years by distributor-level repair techs were clean and neat. After the games ended up in the private sector the 'shotgun' repairs began to show up—that meant someone had replaced all parts starting in one corner and ending in another.

Then the boards began to have a 'special' look as "repair kits" began to show up. If there were 15 parts in the kit bag the customer didn't have a clue which (if any) were needed so... put them all in and *turn it on!* The neatest repairs were the ones that indi-

cated the owner couldn't get the old parts up out of the muck (solder wouldn't flow) so they clipped the old part off leaving a little piece of the wire lead stuck off of the board and piggy backed the new part on top. Or going to RS and buying a *wire wrap* socket to so that it could be soldered to the corroded stumps left behind, ending up with a "socket on stilts".

I got a reputation for being 'fussy' about my repair requirements, until those very same guys opened up their own 'repair shops' and got some of those beauties in to fix. I don't hear much carping from them anymore. Eventually (after 15 years) I just stopped repairing boards and concentrated on manufacturing replacement boards.

As the repairs shown in future columns progress it will be obvious that clean strong soldering is job #1. There are no shortcuts to good finished work but if you have the right tools and plenty of practice it can be learned. The first time you lay down that perfect solder joint you will know you're getting there. When the one next to it won't flow—you'll know the cleaning wasn't complete. **GR**

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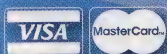
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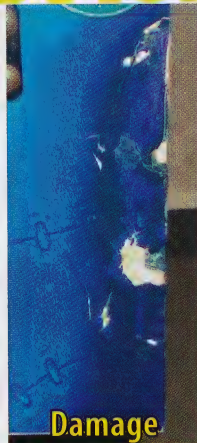
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GameRoom

Magazine

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☐ The Many Incarnations of... by Jonathan Imberi

☐ I Remember Them Well... by Bruce Moyer

☐ TAFA Classic Arcade Flyer by Dan Hower

☐ Auction Watch by Tim Ferrante and Scott Voisin

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☐ Coin-Op Confessions

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I Remember Them Well...

by Bruce Moyer

When I left off last column, I mentioned that I eventually sold my 2-player Magic Clock and bought a Gottlieb 2-player Flying Circus. Ironically, I played this Flying Circus at the same location I had played the Magic Clock before I bought it. I remember this game being on 3-ball play with replay levels being set at 600 - 800 - 900 - 1000 points. It seemed that we could hit 600 points readily enough to keep us there but, 800 points meant that you had a really nice game and you certainly deserved any replays you won, up and beyond the 600 point level.

But now, there was a new feature on this game which Gottlieb would use only one more time about a year and a half later on a 2-player named Sunset. It was 5 balls trapped in a loop in which the top ball would propel around the loop to the other side by a chain reaction. It would take a good and accurate hit to get the last ball around the loop. One side of the loop would be lit as special for 5 balls on the lit side, which would remain lit until it was hit for a replay. Then, the special light would move to the other side where it would remain until hit. Williams would use this feature on several games in the future, the first being 4-player Whoopee in October of 1964. This was

the only time Williams awarded a replay for the 5 balls on the special when lit side. After that, the feature only awarded an extra ball.

Now, let's talk about Flying Circus. Every time a ball is sent around the loop, 100 points is scored. Considering you only needed 600 points on the game at the location in which we played it, 100 points was quite lucrative. When shooting the ball, the first bumper you might encounter is a yellow passive bumper worth 5 points. While 5 points doesn't seem like much, if you've lost out on a replay by 5 points as many times as I have, you'll appreciate every 5 point hit you can get. The big thing about this 5 point

bumper was that if you hit it the right way, it'd break the momentum on the ball and you'd have a good chance of rolling down into a 30 point rollover. Each side of the mid playfield has 2 green colored pop bumpers which score 1 point or 10 points when lit. These green pop bumpers are turned on and off by hitting the cyclonic kickers at the bottom of the playfield. The left side lights them and the right side turns them off. When lit, the green pop bumpers alternate in such a way that only one on each side is lit at any time. You would think that you could pile up the points by getting up to these pop bumpers when they are lit but, this is where

momentum off of the cyclonic kickers and the ball will be propelled into a ball in the loop which will send a ball around. Then, you have two gobble holes which score 50, 100 or 150 points as indicated. This takes us back to the top of the playfield where your shot off the plunger now takes on a skill or strategic mode. You may not want to hit the 5 point bumper or come down a 20 or 30 point rollover because they put the score motor in motion and this will change the value of the holes. You only want to change the hole value if it benefits you in the event that you drop the ball in one of them. The idea is to have the holes lit for 150 points so it may be

to your advantage to come through the 10 point rollover so you do not change the hole value. It's these kinds of strategies that separate the good players from the not as good players.

Last of all are the outlane rollovers. They alternate to score 100 points when lit. 100 points is much easier to digest than 10 points but anything is better than an exit between the flippers.

All in all, this game is a good playing game and when they finally came to take it out and put in another game, I just had

to have it. The only change I made was converting it to 5-ball play and setting the replay levels at 1200 - 1300 - 1400 - 1500 points. Gottlieb had long since done away with the 10 replay double match and, needless to say, I missed it dearly. However, Williams would use it for a few more years. We had a lot of fun with Flying Circus and it stayed with me for quite a while because I kept it when I bought a Gottlieb 2-player Preview. Yes, we would now become a 2 game household. I will talk about Preview in my next article. It would be just another game among the many I would encounter over the years to come. Yes, *I Remember Them Well!* **GR**

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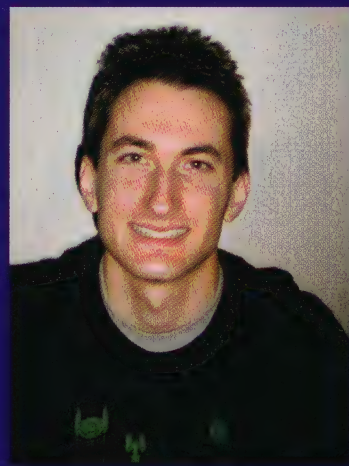
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the designers were clever—if you hit the lit bumper for 10 points, you would obviously hit a 1 point bumper next which would change the bumper you just hit for 10 points back to unlit for 1 point. The 1 point hit off the pop bumper would change it to lit for 10 points but before the ball got back to it you'd hit another 1 point bumper which would turn it off again so it was only worth 1 point. (Confusing, isn't it?) In turn, it looks like you are getting a lot of 10 point hits, but you are mostly getting 1 point hits.

The captive ball loop is most enticing, but you are flirting with disaster when you flip for it. There are times when you get mo-

The Many Incarnations of...

by Jonathan Imberi



The Many Incarnations of Gauntlet

This article is part of a series I call “The Many Incarnations of...,” which chronicles the different game titles that have been released over the years featuring a central character or theme. Pac-Man is here to provide “color commentary,” and Professor Pac-Man is on hand with interesting tidbits of trivia about each game!

1985


Gauntlet



From the Flyer: Gauntlet incorporates many of the attractive characteristics of today's popular fantasy role-playing games. The medieval theme provides an exciting setting for players to act out fantasies of non-stop combat and conquest. Four quarters at once! Gauntlet is a revolution! It's a new multiple-player add-a-coin concept that

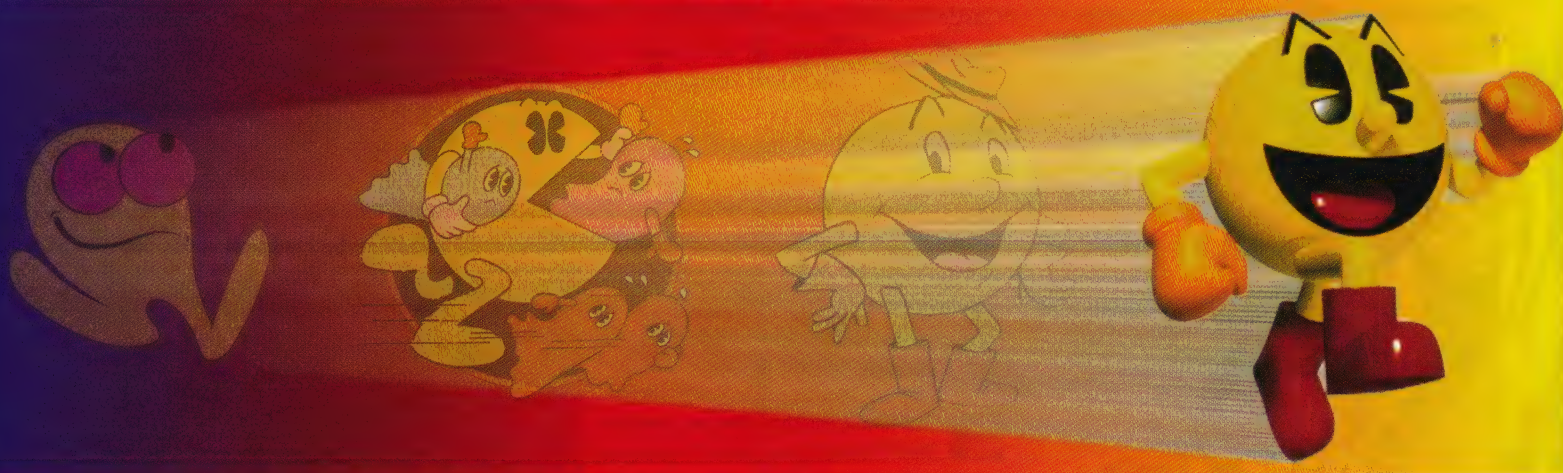
brings operators maximum earnings power. Up to four players can play at the same time. New players can enter a game in progress at any time. The cast of characters – The heroes: THOR the Warrior, THYRA the Valkyrie, MERLIN the Wizard and QUESTOR the Elf. The Villains: Ghosts, Grunts, Demons, Lobbers, Sorcerers, Death, The Thief. The action begins as the player(s) choose a character to portray and enter the game by depositing the correct amount of coins in the slot corresponding to each of the four heroes. Each of the four characters has many unique capabilities. For example, THYRA the Valkyrie has strong armor, THOR the Warrior is skilled at hand-to-hand combat, QUESTOR the Elf has the fastest speed, and MERLIN the Wizard, the best magic. Super fast action play stresses cooperation. The object of the game is to survive the monster attacks for as long as possible while competing for food, treasure and magic potions. Players must also search the maze to find the exit to the next level. Playing as a team gives players the best chance for survival. How long a player lasts depends upon the player's “health.” Health is lost by contact with the monsters and as a function of elapsed time. A hundred different mazes! Gauntlet has unlimited play depth. At level one, players will find exits going to other levels. Players may choose to exit level one and jump as far

ahead as level 8. On level 8 and beyond, players will find themselves on any one of over one hundred different mazes. More options, more profits. Comprehensive coin accounting and statistic package in self-test. Auto High Score Table reset. The Table will automatically be reset to the factory scores and initials after every 2000 games, but no less than 200 games since the last player entered initials. Eight different difficulty settings. Thirty-two different health-per-coin settings ranging from 100 to 2000 units. Initial buy-in can be set for 1, 2, 3 or 4 coins.

 Sure wish I could have been joined by the Ms., Super Pac-Man or Junior. That would have evened the odds in the old maze don't ya think? Wocka! Wocka!

From the desk of Professor Pac-Man: Gauntlet revolutionized the concept of in-game speech. The essence of the Dungeon Master himself would guide players through the levels, informing them that ‘Elf needs food, badly’, or that ‘Blue Wizard is about to die’. The Dungeon Master also offered advice and witticisms like ‘Don't shoot food’ and ‘I've not seen such bravery!’





1986

Gauntlet II



From the Flyer: The phenomenon continues. All new game play featuring over 100 new mazes, more new monsters and unique player objectives. Including the original outstanding Gauntlet buy-in and add-a-coin features to encourage multiple coin play. All new game play! In addition to over 100 new maze layouts, many randomizing maze features have been included to provide further variety for players. There are several new features and hidden strategies to be found in each maze. Players will especially like the additional game play objective of Gauntlet II's Secret Rooms. By completing a special secret trick a player is allowed to enter the Secret Room. (The other players in the game are temporarily suspended from play). If he completes the task he is given, the player is rewarded with a large bonus score as well as permanent potions and food. All of the original Gauntlet opponents remain with the addition of many new creatures. Among the newest adversaries is the Dragon. The fire-breathing Dragon is found guarding the exit to the maze and requires several direct hits to overcome. By slaying the Dragon players are rewarded with a permanent potion and a bag of treasure. At the start of the next maze there will be a hint on how to find the Secret Room. Players will find several new potions

to collect as well as all of the original potions. Experience will tell the player which potions provide the greatest advantage; some potions may not be beneficial depending on the situation. On Gauntlet II, a player can now choose his favorite original Gauntlet character even if that hero is already in play. The four characters are color coded so there can be as many as four Warriors (or any other original character) in play at the same time.

I can do four different colors too: Red - when I'm mad, Blue - when I'm sad, Green with Envy and Yellow - well, what can I say, it's natural. Wocka! Wocka!

From the desk of Professor Pac-Man: Atari held a promotional competition in 1986 that coincided with Gauntlet II's debut. If the player followed the instructions the game gave them before entering a secret room, the player would be greeted with a screen explaining that they had been awarded extra points and inviting the them to enter his or her name. A six-digit code would then be given which the player could put onto a competition entry form. The first 500 entries drawn won Gauntlet II T-shirts, plus a chance of winning a \$5000 savings bond.

1998

Gauntlet Legends



From the Flyer: Taking the world by storm. Gauntlet Legends. You've never seen any-

thing like it. Amazing. Bold. Deep. Beautiful. The Warrior's wrath cuts deeper than the mightiest blade. With nerves of steel, beware the fool that crosses the Valkyrie. Powerful. Innovative. Addictive. The Archer will not stop until her homeland has been restored. The heat of the burning sun is no match for the Wizard's fire. 35 unique power ups. Secret characters. 5th bonus world! Run the Gauntlets. Two great configurations give you the maximum earning power. Features: four player stations, four incredible worlds, countless secrets, over 50 unique enemies, 5 amazing boss characters and awesome earning potential.

Okay Prof, I can't put this off any longer, what the in the name of Blinky is a Valkyrie? And don't say 'a female warrior' or next time I just may chomp first and ask my question later. Wocka! Wocka!

From the desk of Professor Pac-Man: Valkyrie—from Old Norse 'valkyrja' which translates literally as 'chooser of the slain'; one of the 12 war-maidens who escorted the brave dead to Valhalla.

2000


Gauntlet Dark Legacy



From the Flyer: Adventure beyond the legend... Gauntlet Dark Legacy. Step into the world of Gauntlet: Dark Legacy and prepare for an adventure. Built on the strength

of Gauntlet: Legends, Dark Legacy takes the action to a new dimension with new characters, new realms, new combos and improved graphics. Four new characters join forces with the original four Legends characters to explore and battle their way through eight realms of gameplay. The Mountain, Desert, Forest and

Castle Realms have been updated to match the depth and complexity of the four new realms... Ice, Town, Sky and Dream. There is also a bonus Battlefield Realm. Multi-player gameplay has been enhanced by allowing two players to work together to activate special moves with new combos. In addition, Dark Legacy is full of secret codes and passwords that give special access to alternate characters and many other surprises. Take the thrill of the Gauntlet legend to a whole new level with Gauntlet: Dark Legacy.


 As if having four characters to choose from wasn't enough, they decided to go and add four more! Now the player has the daunting task of choosing between a Warrior, an Archer, a Valkyrie, a Wizard, a Dwarf, a Knight, a Jester, and a Sorceress! Wocka! Wocka!

From the desk of Professor Pac-Man:

Starting in 1998 with Gauntlet Legends the game's characters were made a little more sexually balanced by changing Questor the Elf character into a female Archer.

Beyond the Arcades

- Gauntlet: The Third Encounter - 1990
- Gauntlet III: The Final Quest - 1991
- Gauntlet IV- 1993
- Gauntlet: Seven Sorrows - 2005

 Suddenly I hear a strange voice that declares "Pac-Man needs food badly!"—oh, wait, that was just my stomach. Wocka! Wocka!

*This article is only a listing of known unique game titles. It does not cover clones of released titles, nor will it list the various platforms the titles have appeared on. It is not meant to be an all-inclusive reference listing, and should be viewed only as the recreational offering it was intended to be. Game descriptions, game titles and registered trademarks mentioned herein are properties of their respective owners.

*Want to see an Incarnations article done on your favorite video game character or title? Please submit your idea to info@gameroommagazine.com

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by David Ellis



The Best Laid Plans... The Early Days of Atari

Everyone who is into classic video game collecting has probably followed, at least peripherally, the current state of Atari. Atari has been through a lot of changes throughout the years. The little company that was founded in 1972 by Nolan Bushnell expanded from a relatively small operation into the fastest growing company in the world in the early 80s. The most explosive period of this growth took place under ownership of Warner Communications, who had purchased the company from Bushnell in 1976.

When the video game industry crashed, Atari began a slow slide into oblivion. First, in 1984, Warner sold off the home video game division to Jack Tramiel, founder of Commodore International. Tramiel's Atari was known as Atari Corporation, while Warner retained the coin-op division under the name Atari Games.

The two pieces of Atari continued to go their separate ways. Atari Games changed hands several times until it was eventually purchased by Midway. In 2001, when Midway decided to abandon the arcade industry, the doors were closed on Atari Games (by then known as Midway Games West) forever.

Atari Corporation remained under the control of Jack Tramiel until 1996, when Atari was merged with JTS, Inc., a manufacturer of hard drives. JTS foundered soon thereafter, and the rights to the Atari home products was sold to Hasbro Interactive, the entertainment software division of the venerable toy company, for \$5 million. (According to Nolan Bushnell, who spoke at the 2003 Classic Gaming Expo in Las Vegas, he had made an offer to purchase the rights as well but was turned down.)

Hasbro Interactive made a few attempts to exploit some of the Atari properties. They also employed the Atari name for branding purposes, tagging all of their action and

arcade titles (whether they were based on original Atari properties or not) as Atari games.

Hasbro Interactive ran into financial problems in 1999, and was eventually sold to the French entertainment software company Infogrames. Starting in 2003, Infogrames reorganized the company and spun off its US division as a separate division that was called



"So, we played hard... our parties were legendary. But don't think we didn't work hard, because there was some great product that came out of Atari."

Atari, Inc. Needless to say, Atari has had quite a history.

Of course, this succession private and corporate owners was never the intent of

Bushnell and his partners when Atari was originally founded. The initial success that Atari enjoyed after the release of their first arcade hit, Pong, had the owners thinking about the future—and setting off down the path to eventual success in a rather offbeat manner.

At the 2007 Classic Gaming Expo (CGE), after discussing his role in the development of Pong (chronicled in this column in the September 2007 issue), designer and engineer Al Alcorn talked about the post-Pong era at Atari, and Bushnell's grand plans to grow the company.

"By 1973... we were doing quite well," said Alcorn. "Our goal was to be as big as Bally. Bally Corporation was a company that Nolan really admired, and Bally Midway was the biggest in the industry. And by this time, we were as big as Bally. And, what next?"

"What next?" was something that Bushnell had obviously been thinking about. In August 1973, he issued a memo to the engineering department that laid out his grand plans for the growth of Atari. At CGE, Alcorn showed a scan of the original memo, which appeared on Syzygy letterhead.

"We had long since dropped the name of Syzygy, we were Atari," said Alcorn, "but because we had so much of this letterhead printed up we kept using it internally."

Alcorn explained that Bushnell's desires were often at odds with the reality of the company at the time.

"Nolan and I had this running battle. Nolan wanted all this stuff, and we had no manufacturing capacity and not a lot of money," he said. "This was the time of Nolan. He wanted everything."

The memo read as follows:

In accordance with a concise business plan, the following is the charter for Engineering:

1. Have a minimum of 4 acceptable produc-

tion ready machines by December 31, 1973, in excess of the production needs.

2. Have a design and manufacturing set up for a Chicago type coin door A.S.A.P. (Chicago Type coin box)
3. Have sufficient staff that at least one engineer can be assigned to "emergency projects" without upsetting major schedules.
4. Have a custom installed 20 player Gotcha for show this fall at I.A.A.P.
5. Packaging for Doctor Pong.
6. Packaging and P.C. for color modulated consumer Pong.
7. Develop staff to provide game documentation and manuals, parts order catalogs, etc. for a more finished type machine.
8. Design a booth for the November M.O.A.

Every effort should be made to develop adequate staffing to handle this work load.

Statements concerning our manufacturing capacity are inapplicable to the above design schedule.

As he read the memo to the CGE audience, Alcorn provided a running commentary. First, according to Alcorn, the 'concise business plan' Bushnell referred to didn't exist. The fact that all of these goals were to be met within a six-month time frame didn't seem to phase Bushnell, but it definitely raised eyebrows among the engineering staff.

A few of the requests, like the 20-player Gotcha machine, were totally unrealistic. The home Pong game was also cause for great concern.

"Item six on his list—this is like a new industry!" he said. "[and] it's number six on his list!"

Other items Alcorn conceded were definitely were not only doable, but were definitely a good idea for the growing company. This was especially true about the seventh item on the list, better documentation.

"It was funny, we were so amateur," said Alcorn. "As long as you are building only one thing, you don't get any documentation, [you just] build that thing. But the minute the next game came in the pipeline, all hell breaks loose. Does this part go in this game or that game? So we had to get documentation."

Another item that was accomplished from the list was the booth for the November

M.O.A. (now the AMOA—Amusement and Music Operators Association) show.

"We did design the booth, and it almost set the place on fire," Alcorn said. "The fire marshal made us pull it. We couldn't even bribe him in Chicago, that's how bad it was."

However, by and large, Nolan's memo (his instructions not to let the company's manufacturing capacity stand in the way not

the time, but there is no doubt that his drive and his tendency to demand the impossible from his employees was certainly key to the early growth of Atari.

"Nolan would push," said Alcorn, "he would not take no for an answer, and he drove. He didn't get everything he wanted but he created a whole industry doing this, whereas traditional management wasn't going to create video games."

Also, according to Alcorn, the uncompromising side of Bushnell's management style might well have influenced another up and coming technology leader's methods.

"This was about the time that Steve Jobs came to work for us," remembered Alcorn. "Steve was in engineering when this was going on, and would see the interaction between me and Nolan."

The untraditional style of management at Atari carried the company along for several more years. The home version of Pong was a great success despite the fact that the company had, up until that point, had no experience whatsoever in manufacturing, marketing, and supporting consumer products.

Interestingly enough, it was the success of the consumer division that eventually led to the end of the Nolan Bushnell era at Atari.

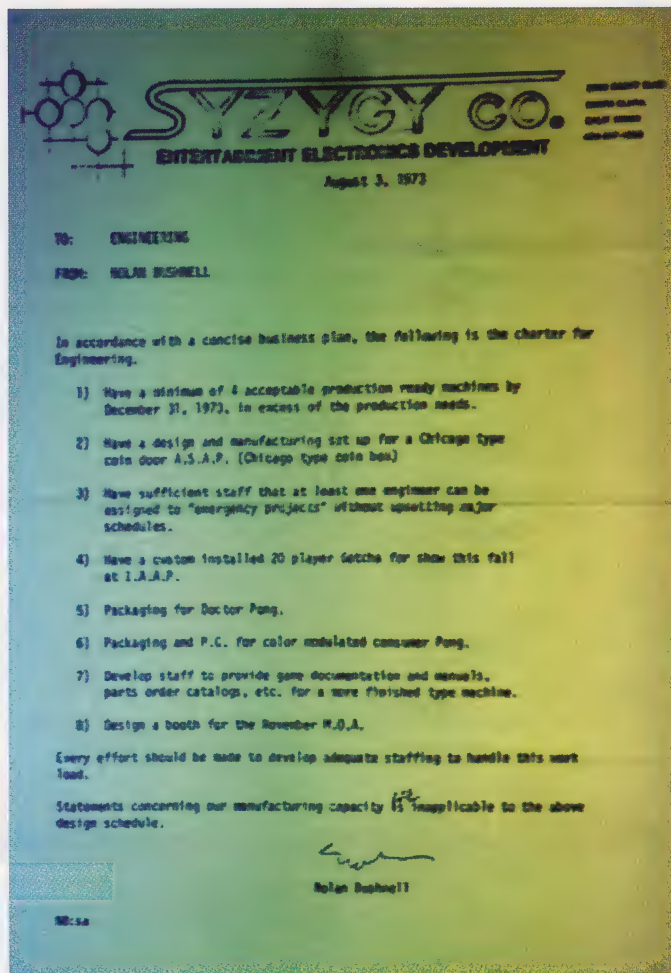
"The consumer business was growing so rapidly we had to get money," said Alcorn. "We actually tried to go public, this was in '76. [But] the market went sour and, long story short, in November of '76 we sold to Warner."

The hard-nosed side of Bushnell that Alcorn's memo at CGE

showed was certainly not the only side of Atari's founder. Probably better known was Bushnell's tendency to create a casual atmosphere that he felt was the best way to ensure that the hard work he demanded got done. Bushnell's fun-loving attitude continued right down to the end of his reign. According to Alcorn, even the paperwork for the Warner takeover was, shall we say, unique.

"When we sold to Warner, we actually had an exec staff meeting in the hot tub," he said. "The attorney would not get in, he wasn't that kind of guy. Nolan had him bringing papers up all the time and it was a lot of fun."

Obviously, video game companies have changed quite a bit since Nolan Bushnell left Atari. There is a lot less "game" and a lot



The infamous 1973 engineering memo from Nolan Bushnell

withstanding) seemed unrealistic to Alcorn, who immediately responded with a memo of his own.

"The memo I sent back was to Nolan Bushnell from Engineering," Alcorn said. "[It said], 'is the fact that we have no money a reason not to do some of these things?' And Nolan took that memo and wrote on it in big marker, 'NO!'"

"Ok. So, I figured the toughest one on the list—and the most fun one—was going to be the consumer Pong. So, we went off and did it, and I gave coin-op engineering over to Steve Bristow who had to deal with the rest of this list."

Bushnell's gung-ho style was definitely not typical of company owners and managers at



more “company” these days. But, somehow, Atari was able to make a mark and get the ball rolling for an entire industry before the corporate influence began to take center stage.

“Atari was clearly a product of the 60s,” Alcorn said. “We took risks. We knew the worst thing we could do was tank Atari. We could kill the whole company. And if that happened, we could go back to Ampex or someplace and get a job, and we’d be okay. We just took these risks, and what the hell... we had fun doing it.

“When we did the consumer stuff, we risked the whole company. We said, ‘why

not.’ I remember the attorney... he was just frazzled, he couldn’t stand it that we would take these risks.

“But it was fun. We were not afraid of failure. If you remember at that time, the Cold War was going on. Anybody could die from a nuclear blast tomorrow anyhow, so what the hell?”

“So, we played hard... our parties were legendary. But don’t think we didn’t work hard, because there was some great product that came out of Atari.”

Alcorn admitted that they made some mistakes in the early days, citing Video Music—a little-known consumer product designed in 1976 that created visual imagery on a television based on input from a stereo—as an example. However, Alcorn sees the ability to rise above failed products as an indication of how well the company’s unconventional structure functioned.

“The reason that Atari was able to be so creative under Nolan was we could make a complete flop, a complete failure like Video Music and, six months later, introduce a product called the VCS, which was a great product,” he said. “And not one person got fired or demoted or in any trouble because of Video Music. It just didn’t work.

“Nolan would always say, ‘don’t give me any focus groups or market testing; I can take a product to the market cheaper and find out than I can by testing it.’ That was his philosophy. We were not afraid to put new products out.”

Alcorn attributes the shift from this philosophy under Atari’s corporate buyers to the eventual downfall of the company.

“At the end, the reason Atari failed was under the Warner management, Ray Kassar and his team, they were so afraid of introducing a new product and that product might fail and look bad on them, that they never produced a new product at all,” he said. “And here they had a billion dollars in revenue, and they could afford to make a hundred mistakes in a row and it wouldn’t be a problem at all. But, in fact, they never released anything. There were lots of great things invented at Atari, but none of them got out the door.”

Today, most of what Atari was in the early days lives on only in the hearts and minds of collectors. The new incarnation of Atari had some success with their retro products, like the Flashback consoles, but the company is in a serious downward spiral. The company has been steadily losing money over the last couple of years, and it looks as if the Atari name might once again disappear from the public eye in the near future.

But, if history is any indication, Atari won’t go away forever. Although it might never again rise to the prominence it had when the company was one of only a handful of video game manufacturers in existence, the strong legacy of Atari—which was built on the unconventional foundation of crazy demands and hot tub board meetings—ensures that Atari will always be a part of the fabric that is the video game industry. **GR**

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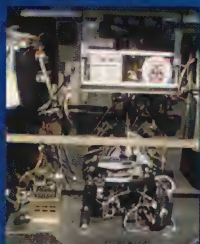
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Theme Collecting

Isn't it interesting how we tend to group things together? Throughout life, I've collected things, and later decided to put them into thematic groups, going further to seek and collect similar items. Why do you suppose we find similarities in things and try to put them into groups? Maybe it has something to do with the scope of some of the collectibles out there. Take music as an example. How difficult and expensive would it be to collect a copy of every vinyl 45 that was ever made? Maybe we can't digest ever obtaining that much of something, and so feel compelled to sub-divide it into categories and groups that make sense to us, and give us maximum pleasure.

In my toddler days, my collecting nature probably started with something easily attainable, like rocks. But later took on a financial vein with my parents when I turned to Hot Wheels cars and sports cards. At this point, I realized that I couldn't have everything. They couldn't afford it, I couldn't afford it. That caused me to break it down a bit. It was no longer 'any' Hot Wheels car, it was a sports car with a huge engine and chrome wheels. With sports cards, I drilled down to Topps Football cards only. I've collected music by genre, artist, and format; video games by genre and even by platform (I blew a ton of money away on my Dreamcast game collection). And outside of pinball, I find myself planting this same crazy idea in the minds of my kids. As the genetic code confirms, they too have started collecting things.

With pinball, the same theory of why we collect in sub-groups might be true for a lot of us. Pinball machines are expensive—very expensive. Exploring the differences in pinball is a large part, if not the primary

purpose for adding machines to your collection. Finding these on the cheap is the hard part. Going after older or broken machines might be your starting point. There are many themes to discover in EM and early solid pinball so no need to think that it takes a lot of cash to reach the pinnacle of your pinball discovery. Once you find that particular type of machine that you like enough to build a collection around, the sickness of pinball addiction will begin. And what is the result of it all? An awesome sight when you line up your growing pinball machine collection, especially when you pan across and see the overlapping similarities. I've found it difficult to decide upon how my machines will be organized. If they weren't so darn heavy, I would change my lineup every month!

At first glance, it might appear that pinball only offers a few thematic opportunities. But as you read on, the themes are almost endless and go much further beyond electro-mechanical and solid state.

Some of my EM collector friends find themselves on the hunt for machines that fit an EM specific criteria. For example, wedge-head Gottlieb's are very popular (Egg Head, Gigi, Ice Revue, many more). As if there weren't enough of those to seek, the head collecting grows further with some when they add the Chicago Coin wedge heads (Kicker for example) in their quest. Then there is the reverse wedge-head variety made by Williams in the 60's (Vagabond, Big Deal, more). There are some that only collect single player machines, while others collect add-a-ball varieties (those machines built for parts of the world that considered free credits as gambling winnings). One of the most popular add-a-ball types to collect are Gottlieb single-player machines, which also

happen to be wedge-heads! You could even go after the Bally 'convertibles', machines built to be easily converted from credit winners to add-a-ball players. Going further back are wood-rail's—pinball machines with wooden side rails instead of steel (ex: Queen of Diamonds). One of the more odd theme ideas that a dear EM collector friend admits as being wide open is the early 60's Williams machines that featured 'dining table' legs (BoBo, Jungle, Magic Clock).

In my earlier days of pinball collecting, I started to focus on late 70's and early 80's solid state pinball. This is what I spent the most time playing as a kid. It was affordable and a natural start to the collecting madness. But within a year, I started looking at Gottlieb System 80 machines with strong interest. Here we have an example of collecting by electronic board system. Back then, I discovered that people were collecting large numbers of these machines, even going as far as trying to obtain every System 80 title that was built (over 50 machines!). Of course, you could drill down even further and collect just System 80 variations like the original board set (13 machines), System 80A (20 machines), or System 80B machines (about 20 machines). The other manufacturers have a similar, if not larger fan base. There are those who love Williams machines from System 3 to System 7, and Bally solid state fans who gobble up any of the '-17' and '-35' machines of which there are many. This of course is just a small sample. There are many other board sets by these and other companies that could be grouped together.

Many collectors don't find allegiance with a single manufacturer. In theme collecting, I've found collectors that have groups of solid-state machines that all contain speech,



Rob Craig's Super Pins

mostly the vintage flavor when the technology was new and had a limited vocabulary (Gorgar, Xenon, Black Hole). Another approach is the showcase of multi-level machines (Black Knight, Haunted House, Vector, more). I've found my collection leaning heavily towards widebody machines at one point (over 70 of them).

There are many more ways to single out machines; like those with no popbumpers (Swords of Fury, Judge Dredd, No Fear, more), those with zipper flippers (Nip-It, Fireball, Medusa, about 20 more!), or those with mechanical animation in the backglass (Heat Wave, Central Park, Bad Cats, Catacomb, Title Fight, and over 100 more!). You can get even more obscure by focusing on machines that had magnets (Black Knight, Twilight Zone, Guns N' Roses, Last Action Hero, more), machines with a launch button

and no shooter (Revenge from Mars, Judge Dredd, others), or machines with a gun instead of a shooter or button (Terminator 2, Last Action Hero, Indiana Jones, others). Dare I leave out the movie-themed collector? Ramping up in the 80's, the industry began to supply a large assortment of licensed movie themes, which continues to grow larger each year.

Probably one of the more common themes in pinball collecting is the collection that celebrates the designs of a specific person. This can be a staggering number of machines in the case of designs by Steve Kordek, Harry Williams, Wayne Neyens, and others that designed over 100 machines. Indeed, some people have the real estate and stamina to go after such a collection. There are designer themed collections that are a little easier to obtain such as John Trudeau designs (Spirit,

Chicago Cubs Triple Play, Creature from the Black Lagoon, over 30 more), Barry Oursler designs (Pinbot, Fire!, Dirty Harry, over 30 more), or John Popaduk designs (World Cup Soccer, Theatre of Magic, Tales of the Arabian Nights, 2 more). Or you could go after ex-Williams active designers and keep up with their latest creations as they come off the Stern manufacturing line. These would include Pat Lawlor (latest design – Family Guy), Steve Ritchie (latest design – Spiderman), or Dennis Nordman (latest design – Wheel of Fortune).

For those that find themselves attracted to specific pinball art styles, you might consider collecting around your favorite artist. There are literally hundreds of machines that have featured pinball art from George Molentin, Roy Parker, and Gordon Morison. An easier quest for art collecting might be that of mod-

ern artists like Paul Faris, Tony Ramunni, Doug Watson, and John Youssi who have a history between 25 and 30 unique titles each.

There are high-end collections, where machines have to be unique in a certain way to earn a place in the collection. Rare machines with low production numbers are hard to get, and make the collection all that more amazing to view and difficult to build upon. There are also prototype collections, machines that were 'test samples' of earlier concepts. Often times, owners of these machines will have a production machine of the same name right next to their prototypes to show the clear and distinct differences between the two. You have to be wealthy, lucky, or maybe a combination of both to gain a collection of machines of this caliber.

There's almost no end to the unique ways to group machines. Most collectors I know (myself included) target several of these groups and pick some of their favorites of each. Then when the opportunity arises, they start lining them up into some crazy order again. After a few years, they find new ways to incorporate different machines in a whole new lineup.

I can't end this column without acknowledging that there are pinball collections that have little thematic flow. For example, I



knew a collector that once had a lineup of seemingly random machines. A Data East Hook, Gottlieb Charlie's Angels, Alvin G's Mystery Castle, Bally Motordome, Gottlieb Cue Ball Wizard, Bally Captain Fantastic, and a Gottlieb EM wood rail (title has left me). For the owner, it was a nice spread of machines from different era's of pinball, the beginning of his collection. So theme collecting isn't something we all do in the beginning, but it can make your pinball discovery experience a lot more fun. And so it did with him as well. Many were sold, many more were bought, and the row of machines today is amazingly lined up first by the size and

style of the backbox, then by manufacturer, and then by year. It's an attractive, organized display of pinball history!

If you have an interesting themed collection 'all lined up', take a snapshot and send me a picture with your name, city, and state. Maybe I'll bribe Kevin to dedicate some space for the most amazing pictures in an upcoming issue of GameRoom Magazine and you'll be famous for a month! (Also, take advantage of the Advanced Search features of www.ipdb.org to find more interesting pinball commonalities!)

Rob Craig (popbumper@gmail.com)

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Celebrating 20 Years: GameRoom Magazine Flashback: 1989

This month kicks off the 20th year of GameRoom Magazine, and I thought what better way to celebrate than to take a look back each month at a select article from the early days of GameRoom.

To kick things off, let's travel back to the very first issue of GameRoom, published in January of 1989 by Dave Cooper. The issue, which retailed for \$2.50, was 32 pages long (of which half was advertising and want ads). This issue saw the first installment of the "Restoring the Seeburg C Jukebox" column—these articles would later be collected into a complete repair book. Also included in the issue were several show reports and Dave Cooper's own "Shop Talk" column, shown below.

Stay tuned: each month this year I'll present a selection from a different issue, as we celebrate the countdown to 20 continuous years of celebrating the home game room!

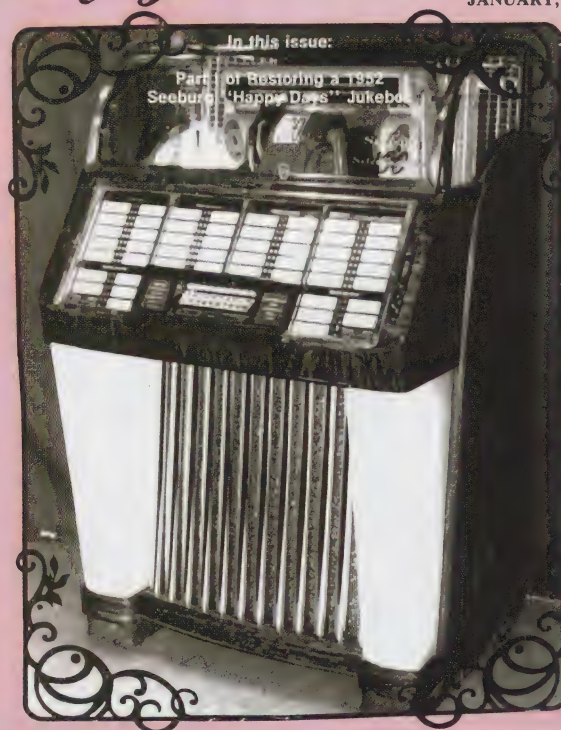
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Shop Talk

Seems like a dollar doesn't buy much any more. Maybe a Coke and an order of fries if you're willing to think small.

One thing a dollar will buy is one of the handiest tools the owner of a pinball machine or jukebox can have! If you have any equipment that has open relays or switches, the burnishing tool shown in figure 1 is a "must have" item for you. There are different sizes available. The one pictured (the GC9338) has a quarter inch blade which works well for most applications. This tool is available at most electronic parts suppliers and from some of our advertisers.

"So What is a burnishing tool?", you ask. A burnishing tool is like an extra-fine file and it is used for cleaning the contacts on switches and relays. The tool is abrasive enough to cut through the crud that builds up on these contacts but it is not so abrasive that it will damage them.

I would almost be embarrassed to admit how many times I have bought a jukebox or pinball machine (not working) and get it in top working condition using nothing more than the old-faithful burnishing tool and some contact cleaner. Proper cleaning of the switches and relays is so important that most technicians will do the contact cleaning before they begin any other trouble-shooting procedure. Contact cleaning is so easy

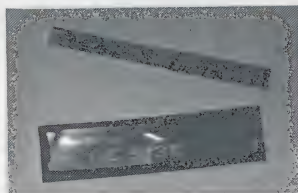


Fig. 1 At about \$1, the burnishing tool is a good investment

and so necessary that it's a skill you can't afford to be without.

In addition to the burnishing tool you will need a can of contact cleaner. There are many brands of contact cleaner and they all seem to work well so I have no reason for recommending one over the others. I like one that is zero-residue and is safe for plastics, so I can use it on about anything that comes along. Some tuner cleaners leave a film that dirt will stick to and cause the contacts to gum up again.

The golden rule of using any type of cleaner is READ BEFORE YOU SPRAY. Some cleaners will eat plastic! You should experiment with cleaners and the techniques shown here before you tackle that valuable jukebox of yours.

Now to clean some contacts.

First spray the contacts with the cleaner. This is done to blast some of the crud out of the way before we burnish. When you spray, try to keep the spray from splashing onto other nearby components.

You might shield surrounding circuitry with a piece of paper or a rag, but don't just blast the dirt from one relay to another.

Next Place the burnishing tool between the contacts and pinch the contacts closed with your finger or a small screwdriver. Easy does it. Don't bend the switch blades. With the contacts pinched down on the burnishing tool move the tool back and forth a couple of times then remove it. You will probably see some gunk on the burnishing tool that shows you that you are getting the job done.

Spray the burnishing tool to clean the goo off and clean those same contacts again. Repeat the process until there is no crud on the burnishing tool when it is removed from the contacts and

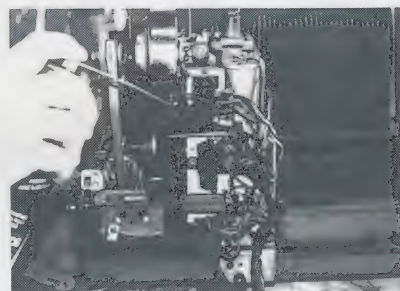


Figure 2 Use contact cleaner to blast crud away.

the contacts look clean. Clean the burnishing tool thoroughly and go on to the next set of contacts. If you fail to clean the burnishing tool, you will just carry the dirt from one set of contacts to another and may actually do more harm than good.

Don't file the contacts too long or use too much pressure. You are only trying to remove the crud and polish the contacts, not file the metal. Some contacts are easily damaged so be careful. If you have never cleaned

contacts before, I recommend that you practice on some old junker first. In some electronic equipment, relay contacts are gold plated and should not be burnished. Look before you burnish.

What? You say you don't have a burnishing tool? No contact cleaner?

No problem. Here is a little variation on the above procedure that will work ok in a pinch. Cut a brown paper bag into

strips about 1/4 inch wide and dip them into Isopropyl Alcohol. Place a strip between the contacts-pinch the contacts closed and pull the strip out. You'll find that this procedure will get the job done but a burnishing tool will work better.

In some cases you may find that the contacts are pitted due to arcing as the contacts open and close. These contacts may need some extra filing to reshape them. This may require the use of a contact file which has a more abrasive surface. If you have doubt DON'T FILE them.

I recently bought a pinball machine for \$10.00-not working, of course. After about two hours of careful cleaning it works great.

Contact cleaning won't solve all of your problems but it is important enough that it should be standard operating procedure for anyone with any gameroom equipment.

WANTED!

Hints, tips & tricks. Anything that will help keep gameroom equipment in working order. Don't worry about your writing skills. Our readers are more interested in content than style. A tip that may seem trivial to you may be of real help to someone. We'll publish anything from the basics (like contact cleaning) to advanced trouble-shooting. We are looking for tips on all kinds of items for the gameroom such as slot machines and more. Share your knowledge and we'll all have more fun in the gameroom



Figure 3 Is that power switch off? We'll soon find out.

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GameRoom Magazine's

GameRoom of the Month

by Rick & Linda Lou Hart

This month we have a unique and wonderful game room submission: Rick and Linda Lou Hart have taken their love of country and their love of gaming and combined them into a great venture, the Slippery Step NCO Club. Congrats on a great GameRoom of the month, and for helping our troops!

Here's my game room story. I didn't get enough productive play time as a kid. My wife and I both grew up in an orphanage so we missed out on things. I enlisted in the Marine Corps and my wife enlisted in the Navy. I did one tour in the Vietnam War starting in 1968 while my wife worked as a nurse. I was into my 30's when the "video game" craze hit in the 80's. At the time, I was stationed at McChord AFB, WA working as a T-33 aircraft scheduler. They were used as targets for F106 Delta Darts.

I started out as a young Marine and retired from the Air Force as a Master Sergeant in 1990. After a long work day, I looked forward visiting the base Non-Commissioned Officers (N.C.O.) Club. Most permanent military bases had a service club of some kind that shared many things in common with the game rooms of today. I'd have a cold one, play some tunes on the jukebox and relax with friends.



I really missed going to the N.C.O. club after retirement. I don't think I ever adjusted to civilian life even though I retired again after working 16 years as a production scheduler at a chemical plant. As the years went by it became awkward to socialize because the crowd got younger and the music was not to my taste. What happened to the good ole soul music from the 60's, and the dance tunes of the 70's and 80's? Answer: They can be found at the "Slippery Step N.C.O. Club" in a Rowe cd100-h jukebox. My basement.

When the Iraq war began, in 2003, I turned our "GameRoom of the Month" (GameRoom Magazine, December 2002) into a support system for our soldiers fighting in the War on Terror. Yes, I'm almost back to the N.C.O. Club I once knew only with the present and future in mind. I'm back on active duty. We try to send boxes out every week to soldiers we sponsor. We've had individual soldiers, platoons and even a Marine company. All were part of Operation Iraqi Freedom or Enduring Freedom. We think our game room plays a small part in some way to support our men and women in uniform. We decided not to depend on any organizations so we could stay out of high voltage subjects.

Instead, my wife and I have fund-raisers in our game room to raise money for postage and whatever we pack into the boxes. One of the ways we use our game room to raise the money is that all game machines are set on coin play. I've found that people respect your machines more if they pay to play.

We have a buffet-style line set up for food that includes a Gold Medal hot dog roller grill, popcorn machine and a nacho cheese machine. We also use two heat and serve pots for chili, sloppy joes, or just about anything that comes out of a can to be heated. My wife makes brownies that go into two cake displays. It's all good. We sell tickets for drawings for items anyone could use like first aid kits, emergency flashlights, MRE's (meals ready to eat) and some off-the-wall things.

We've been very lucky. Using our home for fund-raisers can be a stressful event. We make sure to hand-pick our guests or we could easily have a 911 situation. If we wanted anyone, we'd place signs around town that said, "Live Band, Free Beer". We take responsibility for getting everyone home safe. There are plenty of other things in life our guests could be doing, but we're happy they chose us. We've built a base of people over a period of years by doing whatever it takes to keep bringing them back for future fund-raisers.

Our walk-out basement can only hold



about 25 or so people at a time. We accommodate more people by extending the fund raising hours from 12 PM to midnight, which allows most people to make time in their schedule. We have outdoor games, like toss the corn bag and heavy hula hoops.

There are also some unusual things that could make you wonder "what the...?" We have mannequins which I call "the girls" and hundreds of 45 record picture sleeves attached to our basement ceiling rafters. These came from the vinyl jukebox record supply I had for old jukeboxes. We also have a collection of lunch boxes on display. Our guests stop by to eat, drink, play games, choose music from the jukebox and remember and make some good memories. Where else can you do this and help support some of the best people in the world?

After the fun is over it's time to do damage control, like clean-up and repairs. All of our pinball machines are early 90's WPC Williams games. This helps for parts and troubleshooting problems. So far, tune-ups and repairs have cost us nothing. It's our friends' way of saying thank you to the troops and what we do. They also attend our fundraisers to help in anyway possible. The people who support our fundraisers and repair the games hold a special place in my heart because they directly help our soldiers with funding and tuning the pins for play. To me, this is what it's all about. We can't do enough for our armed forces, especially when you think about what we expect them to do for us.

Sometimes, a soldier will send us an American flag that flew over their post in Iraq. We display them on a special wall to remember them and what they fought for. One of the most rewarding experiences is to see some of the people we've helped. We've had soldiers come here to visit and some who've come to help with our fundraisers. Some spend the night and move on during their military leave.

The theme for our next FUNraiser is "Report to Active Duty - Play the Music Play the Game" to help support our soldiers at the Slippery Step N.C.O. Club. We are proud to be a part of the Cincinnati military support group. We help veterans and their families cope with the hardships of military life.

If you'd like to help or have some suggestions please e-mail rhart99@cinci.rr.com

Proud to serve,
MSgt Rick Hart, USAF, Ret.
USMC, Vietnam 1968 - 1969





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Confessions of a Coin-Op Addict

Subject Name:
Dr. Gary Hecht
Occupation:
Chiropractor
1st Game Owned:
Data East
Simpsons

My illness started sometime in early 2002. My brother, Michael, got this really cool thing for his basement. It had flashing lights, a metal ball and the coolest picture of Captain Kirk I had ever seen. Being a closet trekkie my whole life, I was infatuated with what I now know to be a 1978 Bally Star Trek machine. I couldn't shake how cool it would be to have a pinball machine in my house, too.

As a Chiropractor, I get to interact with all sorts of interesting and unique people. I remember hearing that a client of mine, Scott Seidel, had been featured in a GameRoom magazine as he owned more than 15 machines, and his wife Diane was on the cover. So the next time I saw him, I asked about getting a machine.

He asked what kind I'd like? I replied that I've always liked the Simpsons. Out comes his cell phone to call some guy named Kevin in Clifton, NJ. Kevin was prepping for one of his Wayne Pinball Shows and just shopped out a Data East Simpsons.

Scott told me that he and his son, Adam would go with me that Thursday to pickup the machine. I found the money and we went, I met Kevin (of classicpinball.com fame, who has become my hero, of sorts), and picked up the machine in their SUV. Scott and his son moved my new toy into the basement of my house and set it up.

I asked what I could do to show my appreciation for their work. His words have haunted my wife ever since, "No thanks are necessary, I'm just happy to corrupt another guy with pinball"

I was happy with one machine for the typical time, about 3 months. Then I attended my first pinball show, in Allentown, PA. Machine number 2, Williams Pot O' Gold. Then I discovered Craig's List and eBay. I was trolling Craig's List day and night. My best score was a Williams High Speed from a warehouse in Jersey City. The batteries had fallen out and they couldn't get it to start.



So they sold it for \$100. Thirty seconds of programming and it was playing 100%! I was picking up 2-4 new machines per month. It was awesome. estate sales, garage sales, eBay... it was a frenzy.

I actually amassed a collection of over 40 machines in the course of just about three years. My basement was a workshop as well as a showplace for my shopping skills. My account at the Pinball Resource was now a part of our monthly household budget. (I think I put one of Steve Young's kid's though college by now!)

Through all of this, my wife was a rock of stability and reality. She watched me go from a collector to a sick, sick man. She let me figure it out, and stuck by my side throughout the ride. Now I am over my illness, or is it in remission? I plan to bring a nice big box truck to Allentown in May and liquidate most of my collection.. I'll keep the 10 or 12 machines in my basement as a fun reminder of my heyday. Who knows, Maybe with the money I get from the sale of all my machines, I'll start collecting something smaller, like coins or stamps.... Yeah, *Right!*

Here's a list of machines I currently own: (* means it will be in Allentown for sale)
 Addams Family, *Car Hop, *Cinema, *Cleopatra, Earthshaker, Evel Kneivel, *F-14 Tomcat, *Freedom, *High Speed, *Home Run, Jolly Ride, *Chicago Coin Motorcycle (Stand up game), *Old Chicago, *Orbit, Paddle Ball (Original Williams 1970 video game), *Pot O'Gold, Pro Pool, SAMI (Stand up game) DE Simpsons, Simpsons' Pinball Party, Six Million Dollar Man, *Slick Chick, *Space Oddyssee, *Spacelab (Addaball), Spiderman, Star Trek, *Stardust, Strikes & Spares, *Swing Along, Ten Spot, Whirlwind, *Yukon, *Yukon Special.

Here's a list of machines that I have owned at one time:

Aces & Kings, Big Brave, Charlie's Angels, Demolition Man, Dolly Parton, Eager Beaver, (3) f-14 Tomcats, Fire, Fireball (home version), Flash, Freedom, Gay 90's, Grand Prix, (2) High Speeds, Jack*bot, Judge Dredd, Krazy Bowl (Video Game), KISS, Mata Hari, Road Blasters (video Game), Set Up, Space Oddyssee, Star Wars, Star Pool, Supersonic, Toledo, World Fair, Wild Fyre, Universe, Yukon-Special, Star Trek, High Hand.

Dr. Gary Hecht
 Livingston, NJ USA



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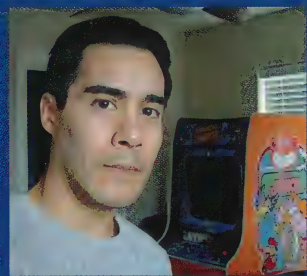
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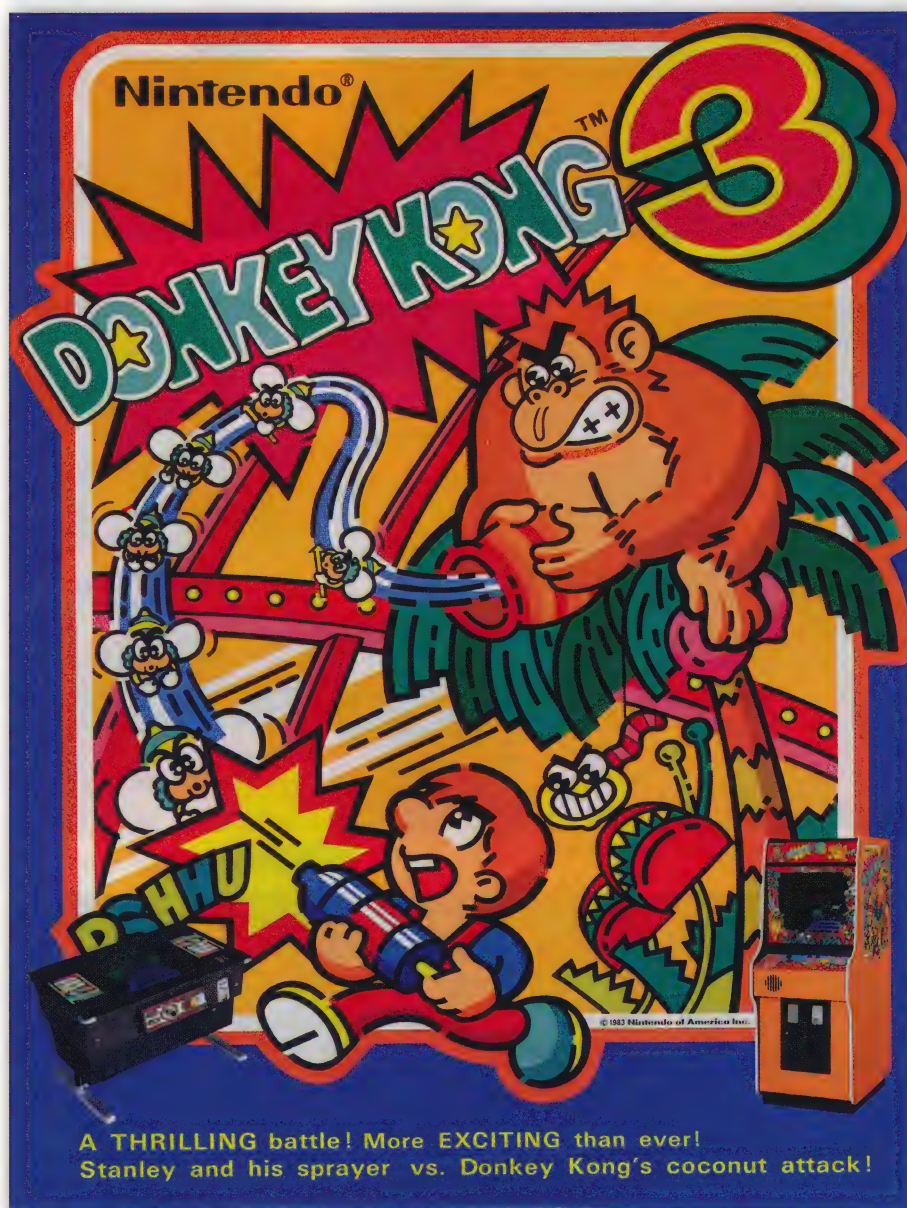
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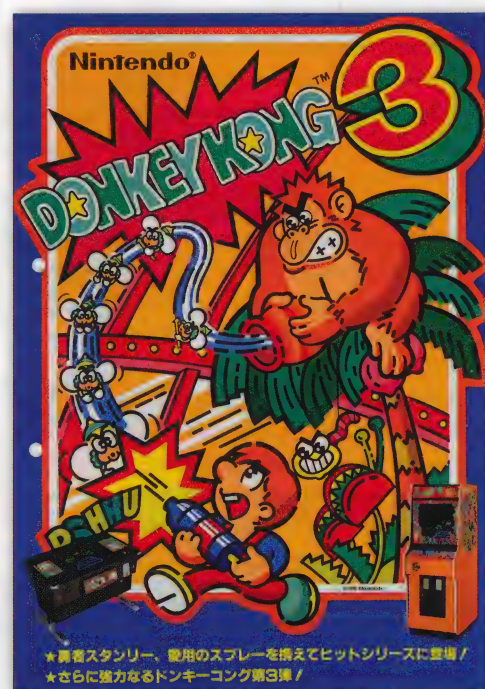
by Dan Hower



Donkey Kong 3 (1983)



Europe



Japan



United States

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GameRoom Reviews

Space Ace

The PC HD Edition

by Digital Leisure

Price: \$49.95

www.digitalleisure.com

"The evil commander Borf has kidnapped Ace's Girlfriend, the beautiful Kimberly, and is plotting to enslave the Earth using his dreaded Infanto Ray, a weapon that changes everyone it blasts into helpless babies."

"Armed with only a laser gun, Ace must find and destroy the Infanto Ray, rescue Kimberly, and save the Earth."

"All in a day's work for a superhero, right?"

Thus begins the adventure of Space Ace, the 1984 laser-disc game from Cinematronics, the follow-up to their original laser-disc hit *Dragon's Lair*. This time the story is space-age, with a new hero, new challenges, and a new damsel in distress.

Unfortunately, the formula isn't quite as good this time around: Kimberly has got to be one of the most annoying, ungrateful damsels to ever be rescued, and Ace's constant shifting between his "dashing" self and his "geeky" self gets a bit jarring after a while.

The gameplay is simple, and the replay value's a bit slim (the entire game, once mastered, can be played in about 12 minutes), but it's still a great nostalgia trip. You can even watch the entire saga, with or without death scenes (the funniest bits of the game!)

The presentation is wonderful: there are several different versions of the video on the disk, including anamorphic, 4:3, and widescreen HD, each with new 5.1 surround sound and each in a variety of quality levels to match your PC's horsepower. The video transfer was done from the original film, and it shows: sharp, crisp colors, and the only "noise" I could see was the actual film grain!

The disc is self-running, and requires no installation to your hard drive, although you can transfer the video to your hard drive for better performance. The only nits I have to pick with the software is that it is not very "PC-friendly"—there's no uninstall, you can't specify an installation directory, and you cannot re-configure the game controls. Still these are minor—if you're looking for a true nostalgia "blast from the past," Space Ace delivers. — Kevin Steele



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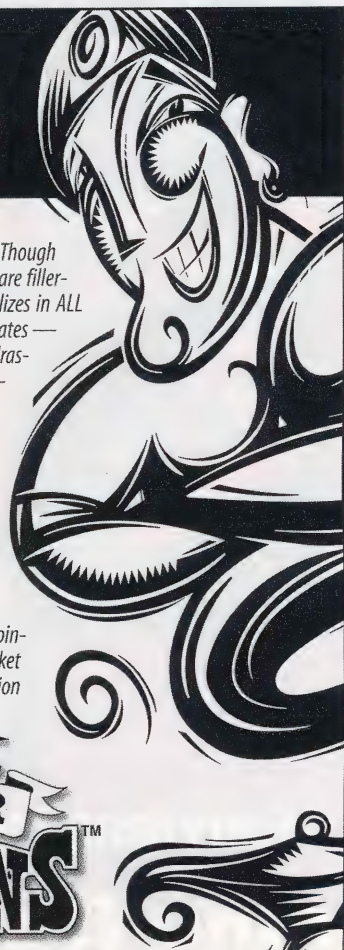
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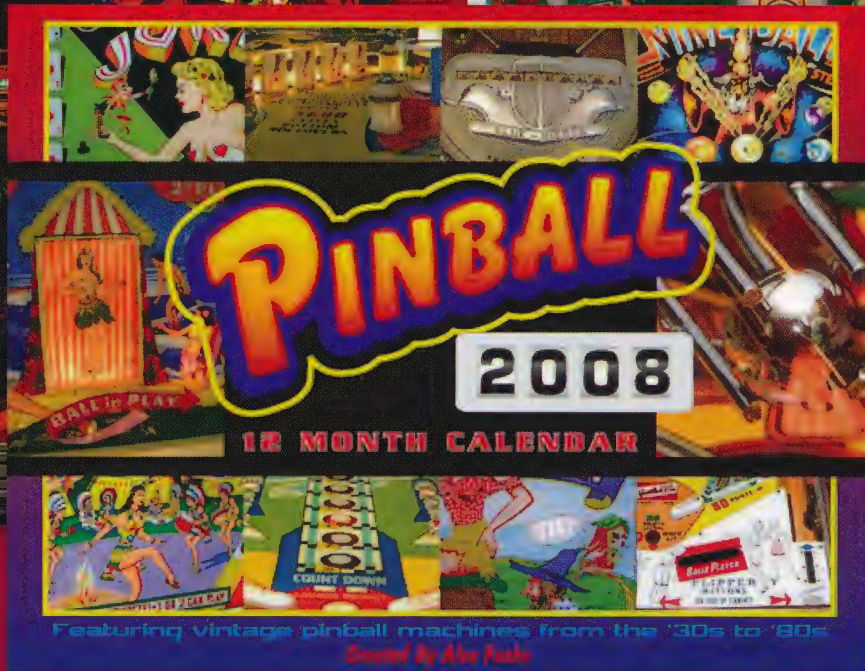


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Auction Watch

by Tim Ferrante and Scott Voisin

Pinballaholics Anonymous

Hello, my name is Scott, and I'm a pinballaholic.

A few years ago, I bought a Data East Star Wars game, and like most new pinball owners, as soon as I got it, I did nothing but play and play and play. It became an obsession to get my initials on all of the high scores, and once I did that, a new addiction took over in trying to beat them. Every night, I'd set aside a few hours trying to learn every rule and earn every bonus.

As time went on, writing jobs started to flow in and my daughters started getting involved in sports, so playing pinball became more of a rare treat than an everyday occurrence. Problem solved, right? After all, the best way to cure an addiction is to take away the means of feeding it.

That theory was proven correct about seven months ago when a vital piece of plastic broke on my game, rendering it unplayable. It sat in the corner of my basement gathering dust, and life went on... until two weeks ago. Pinball was always an important part of the holiday gatherings we hosted. I'm the only one in the family with a machine, and a lot of folks looked forward to coming over and trying their silverball skills. With Thanksgiving quickly approaching, I put in a call to Bay Area Amusements and within three days, the Star Wars game was resurrected!

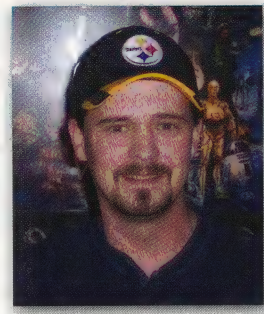
And that's when the problem began... again. The side-effect of not feeding an addiction to pinball is that it creates a pent-up demand. Once I flipped the switch, the lights and music engulfed me, and it was as if I had turned it on for the very first time. It took about five seconds to get caught in the game's web, and as I write this, I have yet to escape.

But this time is a little different. My girls are old enough to appreciate the game instead of looking at it as "Daddy's big noise machine." Even my wife—who originally didn't want me to get the pin—has become interested in playing. Having pinball in the house again has become such a big deal that all of us gather around the game a few times a week for family tournaments (I won't bother to tell you who's the reigning champion... but his initials are S.V., and he writes for GameRoom).

You know, maybe being a pinballaholic isn't such a bad thing after all. My enthusiasm has been infectious to the rest of the family, and with any luck, my daughters will be part of the next generation of pinball fans helping to keep the game alive.

That's one addiction I hope will never be cured.

— Scott Voisin



Coin-Op Auction Results (Compiled from eBay®)

AWESOME SALES!

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Gottlieb Stage Coach pinball machine \$6100
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Funspot in Weirs Beach, New Hampshire, has become a gaming Mecca of sorts for those looking to set a new world video game record. While the main annual gathering is at the International Classic Game Tournament (held in the summer), there is also an informal "Fall Jamboree," where a small group of devoted gamers gather to try and top each other's scores. Here are some of the highlights of the November, 2007 Jamboree, and some photographs of the main Funspot tournament from last summer!

Highlights from Funspot's Fall 2007 Jamboree

California Speed (Lagulan Seca, mirror, race) - 1:49.85 by Nik Meeks
 California Speed (Lagulan Seca, mirror, lap) - 1:49.85 by Nik Meeks (below)
 California Speed (Santa Cruz, normal) - 2:24.13 by Nik Meeks
 California Speed (Central Valley) - 2:09.33 by Nik Meeks
 California Speed (Los Angeles) - 1:57.38 by Nik Meeks
 California Speed (Santa Cruz, mirror) - 2:26.86 by Nik Meeks
 Canyon Bomber - 1,208 by Tom Votava
 Canyon Bomber - 1,399 by David Nelson
 Donkey Kong - 412,100 by Ben from Barcade (TG Username "CygnusX1")
 Indiana Jones (Hard path, 3 lives) - 1,874,150 by Darren Harris
 Indiana Jones (Hard path, 7 lives) - 2,130,320 by Darren Harris
 Hit the Bear - 4,220 by David Dmers
 Depth Charge - 4,770 by Martin Bedard
 Fire! (pin) - 5,785,680 by Anna Cram
 Pinbot - 4,078,120 by Chris Donahue
 Gorf (5 min challenge) - 18,070 by David Nelson
 Gorf (5 min challenge) - 19,660 by Donald Hayes
 Gorf (5 min challenge) - 13,160 by Jason Cram
 Gorf (5 min challenge) - 19,090 by Eric Ahlers
 Gorf (5 min challenge) - 17,840 by Michael Sao Pedro
 Gorf (5 min challenge) - 18,910 by Robert T Mruzek
 Gorf (5 min challenge) - 5,640 by Chris Donahue
 Super Breakout (Cavity) - 2,081 by Michael Sao Pedro
 Super Smash TV (team, 1 credit) - 13,576,030 with breakdown of...
 Martin Bedard - 6,126,350
 Robert T Mruzek - 7,449,680
 Wonderboy - 1,215,010 by Chris McClard
 High Speed (pin) - 7,641,840 by Michael Sao Pedro
 High Speed (pin) - 458,270 by Chris Donahue
 Super Breakout (progressive) - 1,336 by David Dmers
 Donkey Kong - 541,300 by Brian Kuh
 Destroyer - 3,475 by Shawn Cram
 Double Dragon - 95,490 by David Nelson

Summer 2007 International Classic Tournament



2007 TOURNAMENT GAMES		
PINBALL	VIDEO	ATARI
Fireball II	APB	Superman
Close Encounters	Lode Runner	Middle Earth
Gorgar	Eagle	Quantum
Old Chicago	Lunar Rescue	Gravitar
Harlem Globetrotters	Star Castle	Cloak & Dagger
Flash	Robby Roto	Video Pinball
	Pulsar	Centipede
	The End	Food Fight
	Paperboy - EASY SE	Destroyer
	DLX Space Invaders	Canyon Bomber
	Duck Hunt	
	Hogan's Alley	



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THE LAST WORD

by Kevin Steele

When Games Were Big

Like many of you, I assume, I have fond memories of the arcade: the lights, the rows of games, the deafening cacophony of sound, and the crush of people. Those days are sadly over, crushed out of existence by such gaming wonders as home console games and computers networked over the Internet.

Those giant arcade and pinball machines of the past are very much like the ancient dinosaurs: they were big, lumbering beasts, leviathans of the gaming world. Unable to adapt to a changing gaming ecosphere, their time has mostly come and gone, except where they've been carefully preserved, historical relics from a bygone era.

Now I've got to confess: I'm an avid gamer, and not just classic gaming—modern first person shooters are a favorite of mine, and I've also got to admit that I love all the modern 3D “eye candy” that today's systems can produce.

That said, there is a special place in my heart for arcade games, be they vintage coin-op curiosities, pinball machines, classic era video games, or the latest modern full-motion simulator technopalooza.

But why? Why, when modern computers and consoles can deliver intense, deep, involved, photo-realistic gaming, would I still care for these out-dated, monstrous, clunky gaming machines?

One reason stuck out: they were *big*. Huge, imposing machines. How could they not make an indelible impression on a young teen? These towering gaming stations, with their bright lights, colorful cabinets, and state-of-the-art technology (for the time), were simply awe-inspiring sights.

In the age before the Internet and the billions of bloggers, there was precious little access to gaming news: your first encounter with a new gaming technology was most

likely when you simply stumbled across it in the local arcade, and it shocked you into astonishment with the amazing wonderfulness of it all.

These gaming “first encounters” were like something right out of *2001: A Space Odyssey*: we, a primitive gaming tribe, had just stumbled across a huge, mysterious new monolith, and, upon touching it, we were enlightened.

The experience was always magical at first, and some games actually kept that magic even after the first encounter was over. Even for the disappointments, there was still the excitement of the very first game, when you put in your quarter, grabbed the controls, and hoped you could quickly figure out what it was you were supposed to do.

For a gamer, every visit to the arcade carried with it a certain “Christmas Morning” kind of anticipation: what new games would be there? What dazzling arcade wonders had been added to the lineup since the last time you had visited?



The “buzz” of finding a new game was almost always a communal one: usually the new game would be prominently placed in the front of the arcade, and there would be a huge cluster of excited people surrounding the game. If you were lucky, the operator would have installed a second monitor on top of the game, so you could actually glimpse what was going on without getting crushed.

Just being in a crowd like that was exciting: you could almost feel the eager anticipation of the kids next to you, as everyone hoped for their chance to put in a quarter and try out this new marvel. While you waited, you simply soaked in the experience: the bright glowing colors and never-before heard sounds.

Modern console and computer games are great, but they'll never make the same first impression as an arcade game: a DVD box or game cartridge just can't compete with a six-foot high tower of lights—and, you know, I'm sort of glad about that. **GR**

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